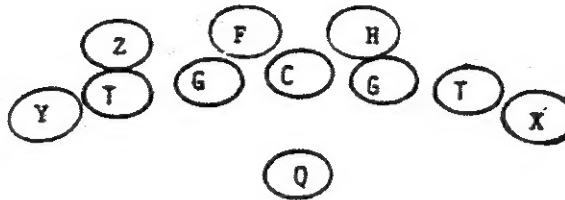


90 CIN Bengals off

PLAYS/TERMS	CODE			
<u>RUNNING GAME</u>				
QB Sneak	Cleveland			
Dive 4/5	Hammer			
16-17	Cowboy	Colt	Cleever	
18-19	Pirate	Sailor	Popeye	
28-29	Raider			
34-35	Otto			
38-39	Viking			
46-47	Mustang			
Draw	Painter			
Option	Sooner			
Power	Booster			
Counter	Cork			
Guard Trap	Tom			
Tackle Trap	Tommy			
Fake Z Reverse	Zorro			
<u>BLOCKING SCHEMES</u>				
Boss	Bruce	Paul	Bush	
Grace (Strong)	Kelly			
Grace (Weak)	George			
Lead	Escort			
Check In	Chicken			
<u>DIRECTION</u>				
Right	Even	Denver	Trigger	Orange
Left	Odd	Dallas	Bullet	Dexter
<u>PERSONNEL</u>				
HB	Hum			
FB	Fly			
Z	Zebra			
X	Exit			
Y	Yogi			Black Manly

PLAY	AUDIBLE			
70-71 FB Wide	70-71			
Short 74-75 Dancer	Short 74-75			
376-377 Twin Dragon	376-377			
Short 76-77 HB Flat (Strong)	Short 76-77			
78-79 X Hook	78-79			
Short 80-81 HB Flat (Weak)	Short 80-81			
Short 82-83 Zulu	Short 82-83			
284-285 Stroke	284-285			
384-385 Quick Okie	384-385			
Short 84-85 Okie	Short 84-85			
Short 88-89 Dancer	Short 88-89			
Hound 2-3 Dancer	Hound 2-3			
Hare 2-3 Okie	Hare 2-3			
Fox 2-3 Flanker Short Post	Fox 2-3			

THE HUDDLE-FORMATION-CADENCE-PROCEDURE
THE HUDDLE



L.O.S.

A. FORMING AND BREAKING THE HUDDLE

1. Center always sets up huddle four yards from ball.
2. Linemen line up with hands on knees in position to see and hear the quarterback.
3. Second row line up with hands on hips in position to see and hear the quarterback.
4. QUARTERBACK has COMPLETE control of huddle.
5. You will receive the following information in the huddle:
 - a) formation
 - b) play
 - c) blocking
 - d) pass pattern
 - e) snap count
 - f) Alert --- Set Alert
6. When you do not hear what is said, call CHECK
7. "READY, BREAK" is the signal to leave the huddle -- clap hands on Break -- linemen go directly to L.O.S. quickly.
8. The alignment and the break of the huddle reflects the attitude of each man and the team.

B. FORMATION PROCEDURE

1. The team will always come out of the huddle in a pre-determined formation, offensive line in a two point stance (elbows on thighs, TB - hands on thighs). Everyone else in a ready position, unless the quarterback designates otherwise.
 - a) Anytime play is called on "SET," linemen will come from huddle directly to a two point stance (elbows on thighs) and run play from this position, with backs set in formation called.
 - b) If play is called on one, two or three, linemen shift to three point stance on SET.
 - c) If quarterback has prefixed formation call with "DOWN" we will set up directly from huddle in formation called, with linemen in a three point stance.
 - d) If quarterback has prefixed formation call with "UP", we will set up quickly from huddle in formation called, with linemen in a two point stance.

C. CADENCE PROCEDURE

1. If the quarterback calls a play on one, two or three, his procedure at the L.O.S. will be as follows:

Front --- Set --- Hut, Hut --- Hut

NOTE: There will be a slight pause between the second and third Hut.

2. If the quarterback adds the phrase "alert for dummy" on three, his procedure at the L.O.S. will be as follows:

(4 - 78) (4 - 78) 34 -- Set -- Hut, Hut -- Hut

D. POSSIBLE STARTING SOUNDS

1. Sound = Sonar
2. Set = 700
3. One = 100
4. Two = 200
5. Three = 300

E. AUDIBLE SYSTEM

Audibles will be initiated by the QB at the L.O.S. through the use of repeating the snap count, followed by the numbers of the new play. All audibles will start with and ball will be snapped on original snap count.

Example: QB in huddle - "Pro Rt. 16 Mike on 2"
QB L.O.S. - "2-78 2-78, 34, Set, Hut, Hut."

Note: If a play has been called and the QB wishes to audible after starting cadence, QB will use the words "Check It" "Check It" followed by the normal audible sequence.

Example: QB in huddle - "Pro Rt. 16 Mike on 2"
QB at L.O.S. - "34 Set" "Check It" "Check It"
2-78 2-78, 34, Set, Hut, Hut.

Note: Don't confuse "Check It" with a change of pass pro call by QB.

F. CHECK WITH ME

Audibles may be initiated in the huddle when the QB substitutes "Check With Me" for a play call.

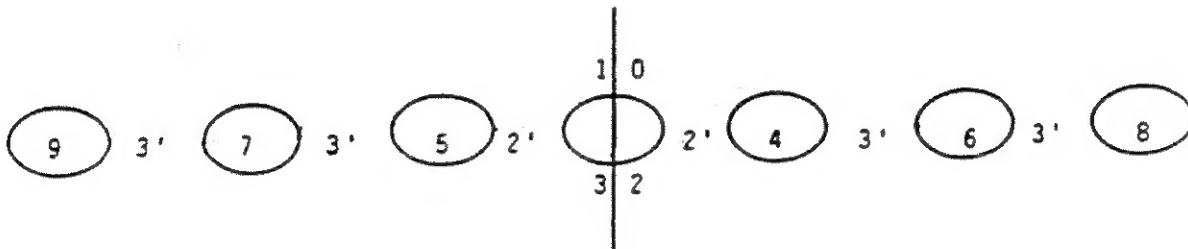
Examples of alternate "Check With Me" calls:

1. QB in huddle - "Pro Rt. Check With Me on 2"
QB at L.O.S. - "28 Grace 28 Grace 200, 200 (Hum Raider Even Kelly)
34, Set, Hut, Hut"
2. QB in huddle - "Split Rt. 14-15 Trap Color Check with me on on
(Orange = Rt./Black = Lt.)
QB at L.O.S. - "Orange, Orange" (14 Trap) 100, 100 34, Set, Hut
3. QB in huddle - "Split Rt. 14-15 Trap Odd, Even Check with
me on Set" (Odd = Left/Even = Right)
QB at L.O.S. - "Odd, Odd (15 Trap) 700, 700 34, Set"
4. QB in huddle - "Split Rt. 14-15 Trap Dallas, Denver
Check with me on 3"
QB at L.O.S. - "Denver Denver (14 Trap) 300, 300
34, Set, Hut, Hut, Hut"
5. QB in huddle - "Pro Rt. 16 Mike, 78 X Hook Check with me on one
QB at L.O.S. - "78, 78 100, 100 34, Set, Hut.
6. QB in huddle - "Firm, this is a firm call, Str. Rt. 18 Boss on One.
QB at L.O.S. - "Cowboy Dallas Easy, Cowboy Dallas Easy, - 100"
Play run is 18 Boss since "Firm" called
in huddle makes everything called at line
dummy.

HOLE NUMBERING AND LINE SPACING

Each lineman is given a number with the linemen on the right side of center having even numbers and the linemen on the left side of center having odd numbers. The center is assigned two sets of numbers (0-1)-(2-3) so that we may run two sets of plays over this position. The spacing of linemen will vary with the design of the play.

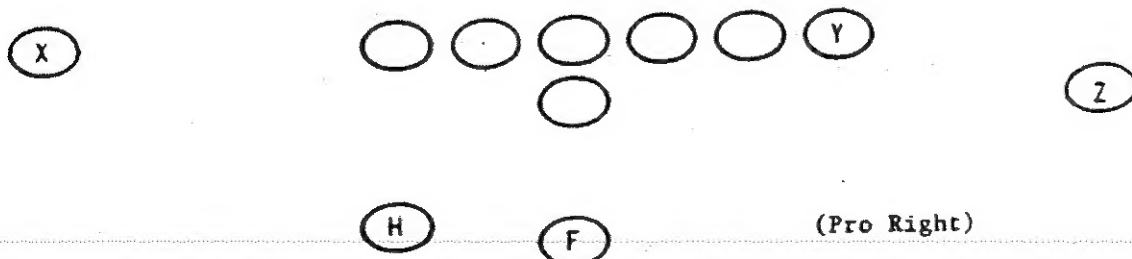
The following is an example of normal line spacing:



The position of the tight end (Y) determines the strength of the formation. This position is determined by the descriptive word right - left. The side opposite Y is the weak-side. The outside end on the strong-side is called the flanker (Z). The outside end on the weak-side is called the split end (X). Unless otherwise indicated, Y is on the L.O.S. to right or left call, so the flanker must be one yard off the L.O.S. to the right or left call. Alignment for wide receivers X and Z will be dictated by play assignments. Receivers, including Y, should vary their splits when away from POA. During full cadence, receivers may adjust their splits after first audible number.

BASIC FORMATION RULES

- Y: Line up to side of right or left call.
- Z: Line up to side of right or left call.
- X: Line up opposite of right or left call.
- FB: Line up behind center.
- HB: Line up opposite of right or left call.

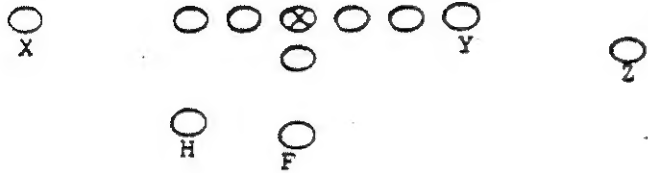


BASIC PERSONNEL SUBSTITUTIONS

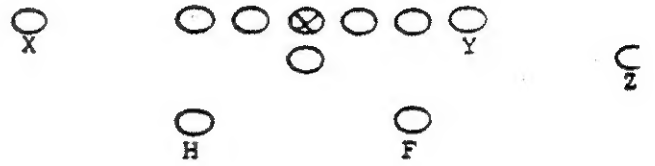
ZEBRA	WR replaces HB	One fist up
BEAR -	WR replaces RB	Two fists up
EAGLE	WR replaces TE	Three fingers
TIGER	TE replaces the HB	Claw-up
PANTHER	TE replaces the FB	Two claws up
U	TE replaces X	Two fingers U
Y	TE's replace both WR's	One V signal
W	TE replaces Z	W sign
JET	RB replaces FB	Arms extended back
CADILLAC	FB replaces HB	Driving motion
ZEBRA/EAGLE	WR's in for TE and HB	Fist/Three
SPREAD	WR in for TE & FB	4 Fingers
WE-BE'S	Cadillac + W + O Line replaces X & Y	Popeye arms

FORMATIONS

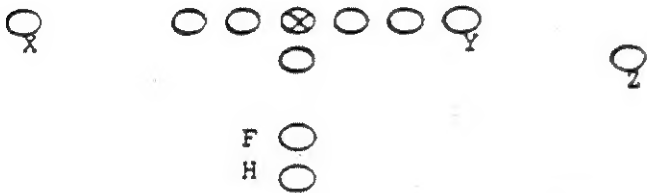
BASIC BACKFIELD ALIGNMENT



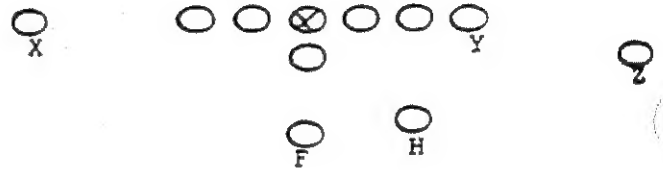
PRO RIGHT



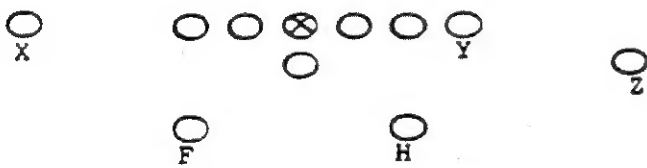
SPLIT RIGHT



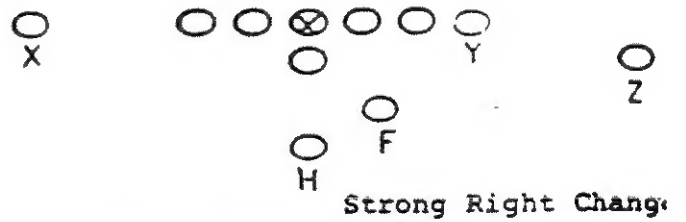
I RIGHT



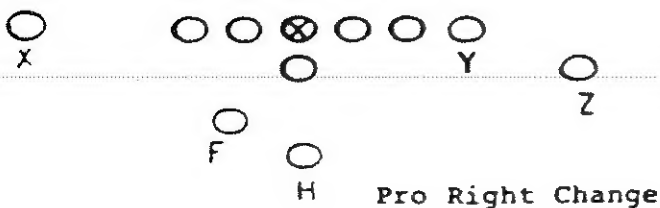
STRONG RIGHT



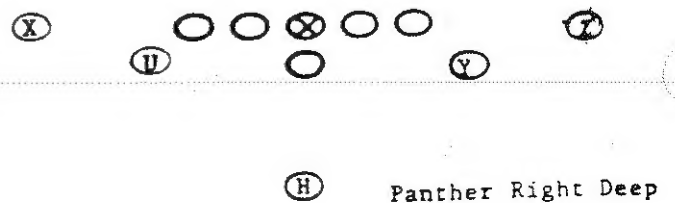
CHANGE RIGHT



Strong Right Change



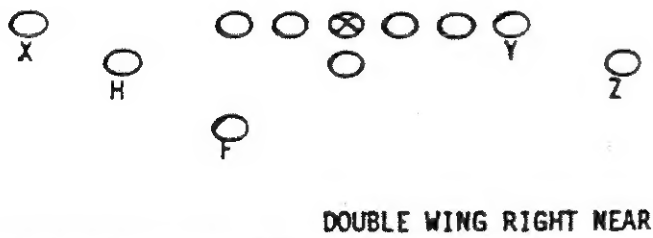
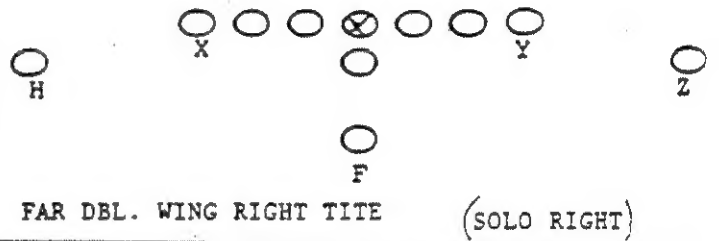
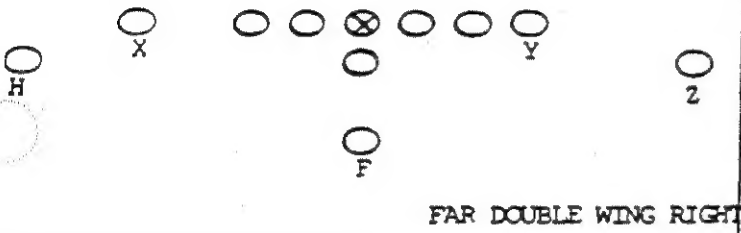
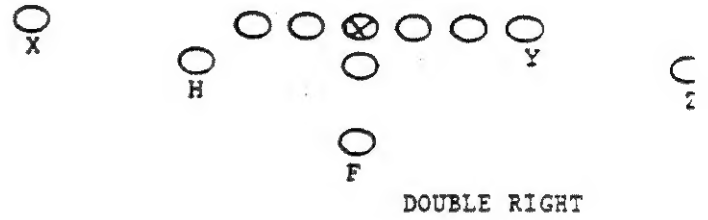
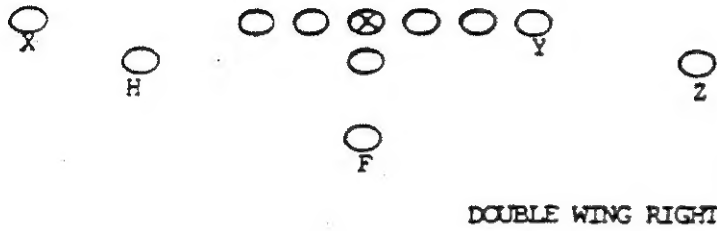
Pro Right Change



Ⓜ Panther Right Deep

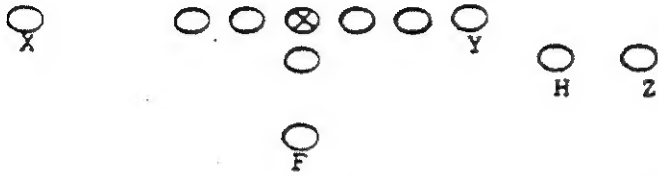
FORMATIONS

DOUBLE WING FORMATIONS

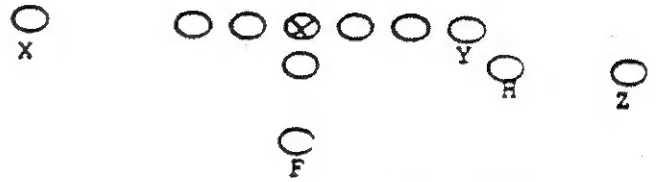


FORMATIONS

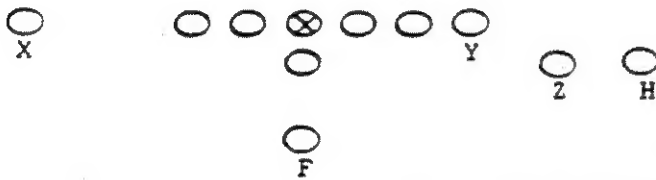
TRIPS



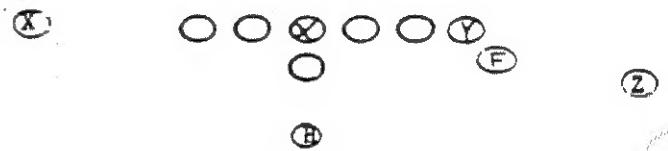
TRIPLE RIGHT



TRIPS RIGHT



TRIPLE RIGHT OUTSIDE

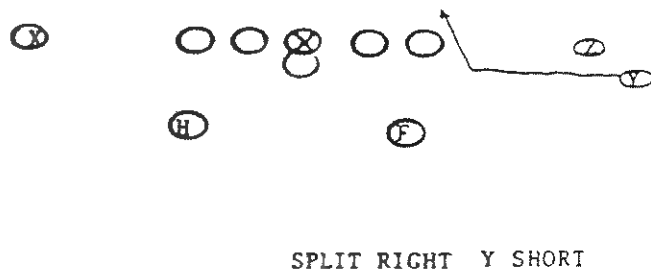
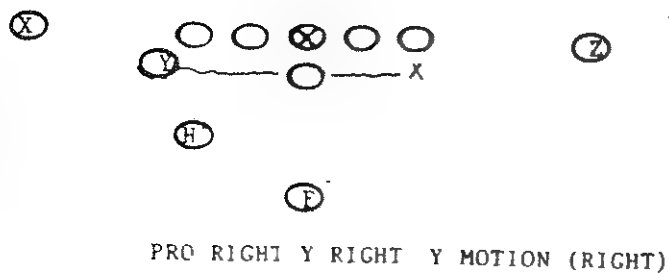
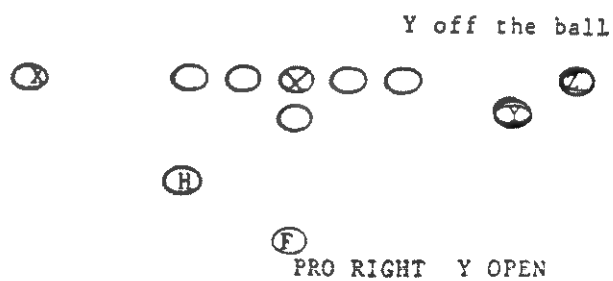
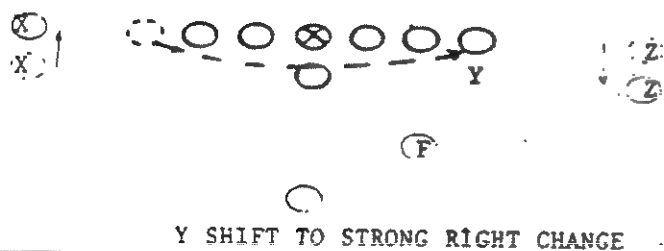
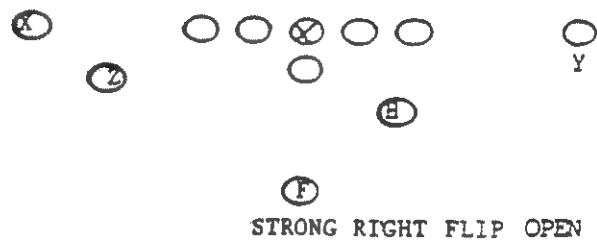
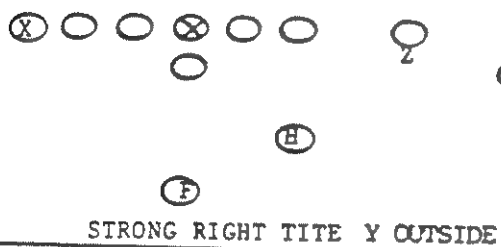
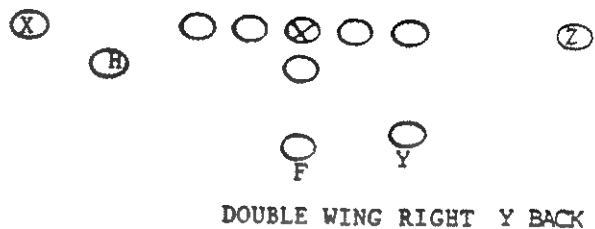
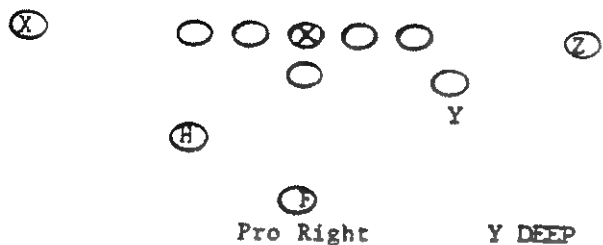


FB TRIPS RIGHT

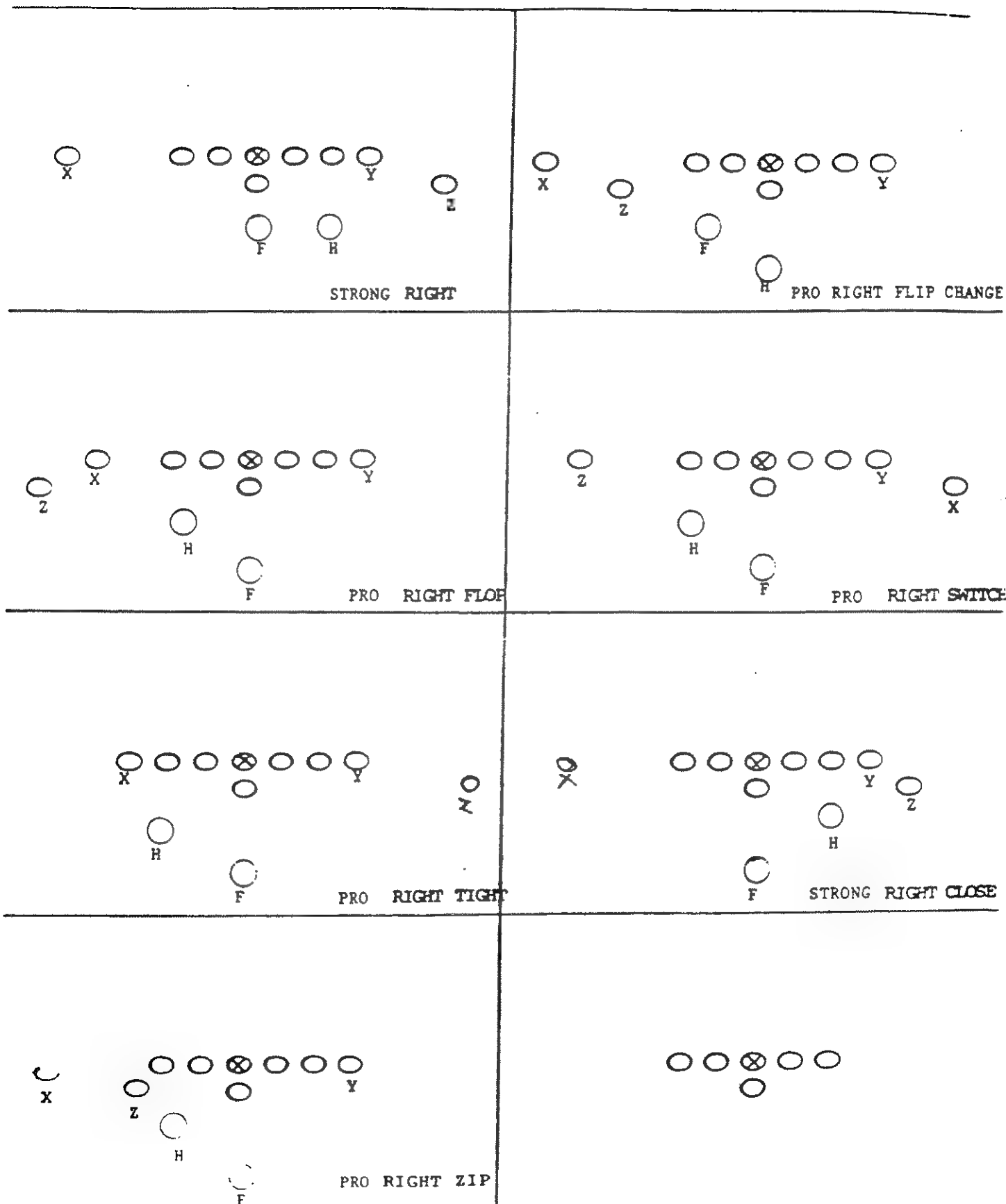


FORMATIONS

Y POSITIONS

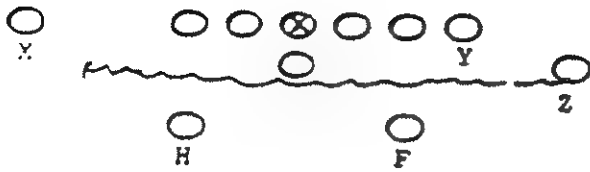


FORMATIONS
WIDE RECEIVER POSITIONS

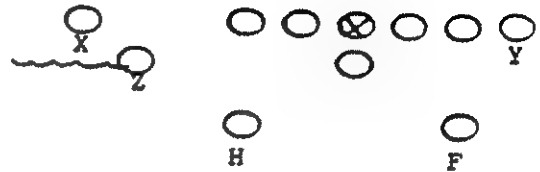


MOTION

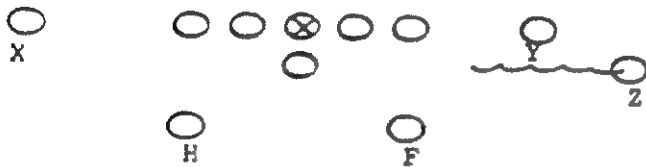
Z MOTION



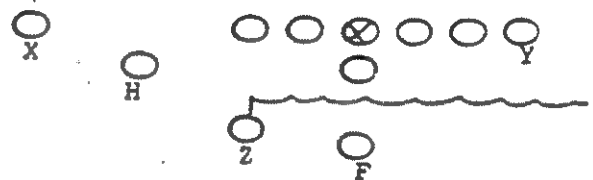
Split Right Z Left



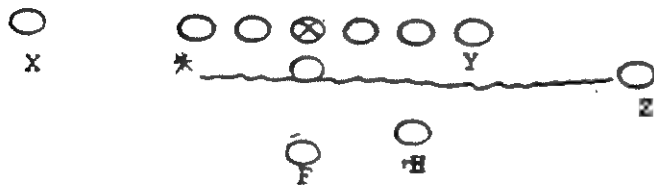
Split Right Flip Z Away



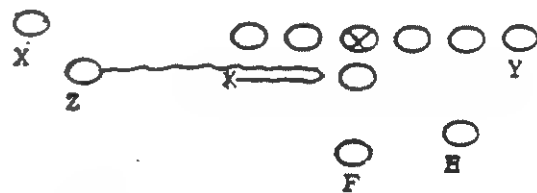
Split Right Open Z Short



Double Wing Right Zoom Right



Strong Right Zipper

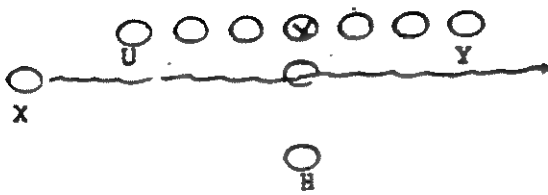


Strong Right Flip Zipper

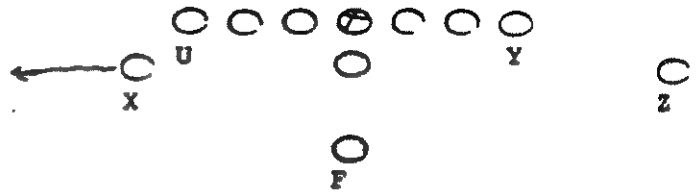


MOTION

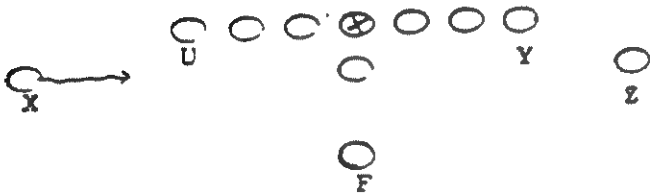
X MOTION



Panther Rt. X Right



Tiger Right X Away

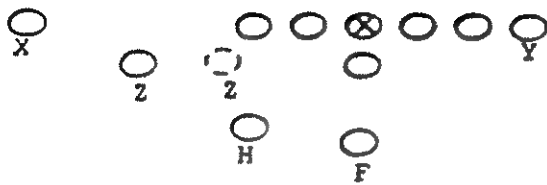


Tiger Right X Short

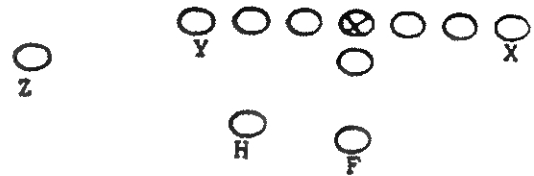


FORMATIONS

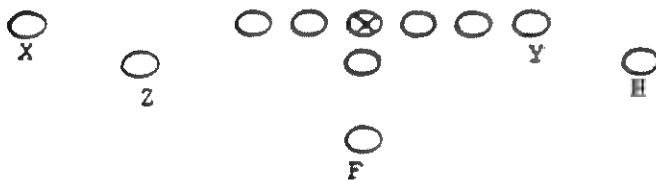
EXAMPLES



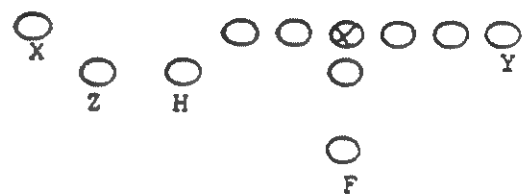
PRO RIGHT FLIP/ZIP



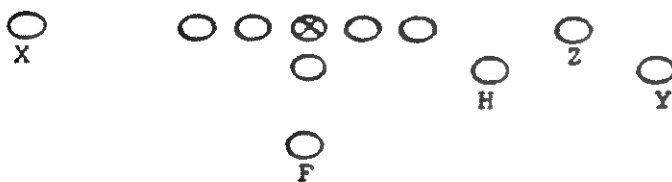
STRONG LEFT TIGHT



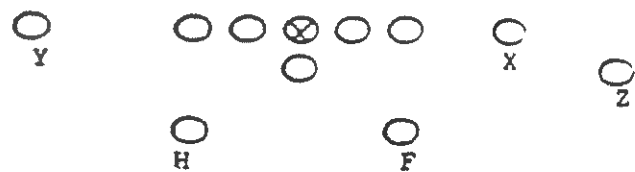
TRIPLE RIGHT FLIP



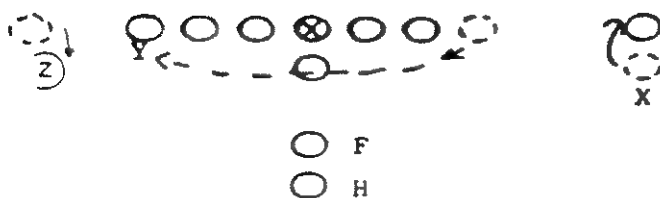
DOUBLE RIGHT FLIP



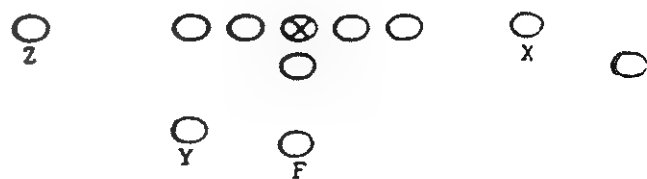
TRIPLE RIGHT Y OUTSIDE



CHANGE LEFT FLOP OPEN



Y SHIFT TO I LEFT

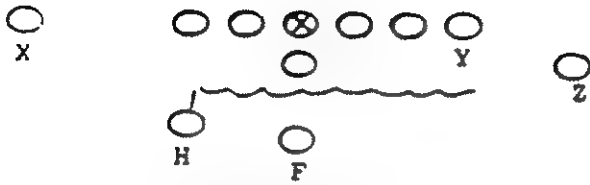


FAR DOUBLE WING LEFT Y BACK

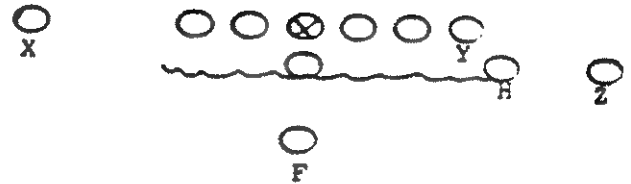
MOTION

BALL WILL BE SNAPPED ON VARIOUS COUNTS

H.B. MOTION

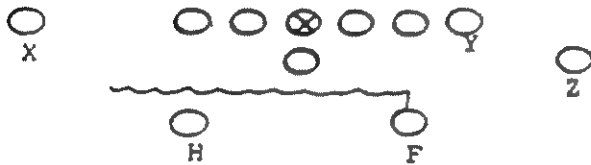


Pro Right Hum Right

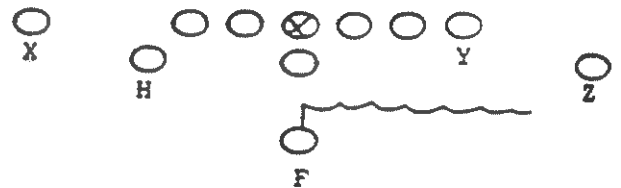


Trips Right Hum LT.

F.B. MOTION

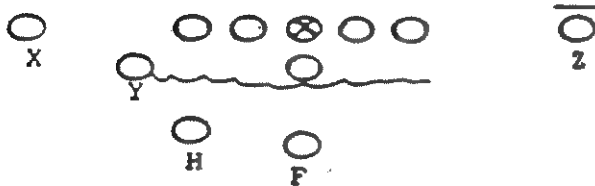


Split Right Fly Left

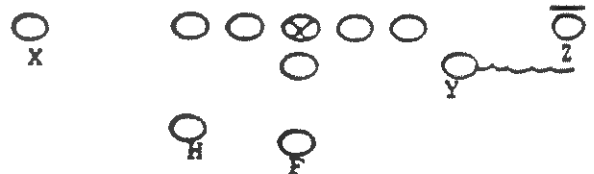


Double Right Fly Right

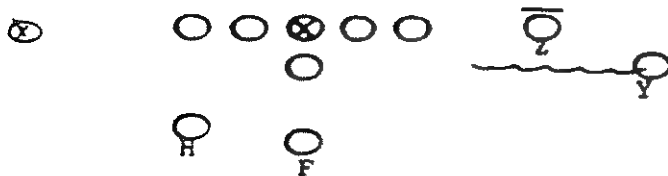
Y MOTION



Pro Right Y Right



Pro Right Y Away



Pro Right Y Short



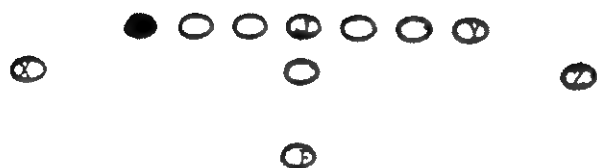
USE OF 2ND T.E. IN FORMATIONS

1. Tiger/Panther - T.E. replaces back - Assumes H.B. assignments
2. W - T.E. replaces Z - Assumes Z assignments
3. U - T.E. replaces X - Assumes X assignments

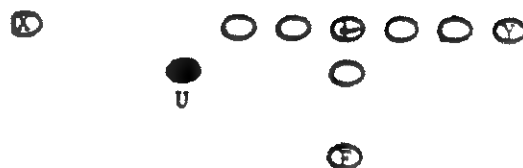
NOTE: When placed in motion, use players' name: Eric Rt., Riggs Lt.

EXAMPLES OF TIGER/PANTHER (T.E. REPLACES BACK)

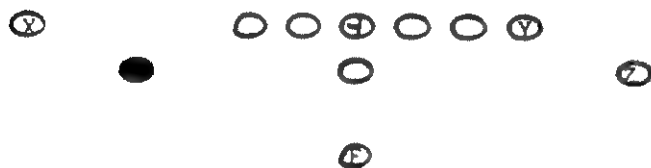
TIGER RT.



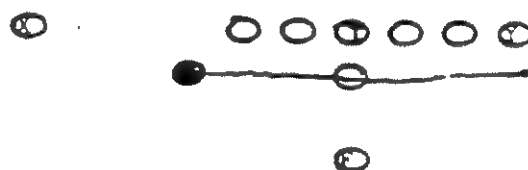
DOUBLE RIGHT



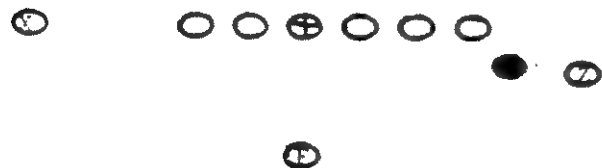
D.W. RT.



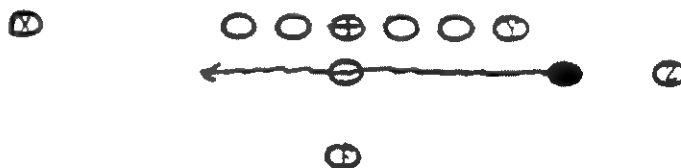
DOUBLE RT. ERIC RT.



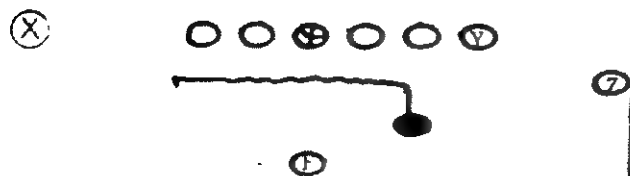
TRIPS RT.



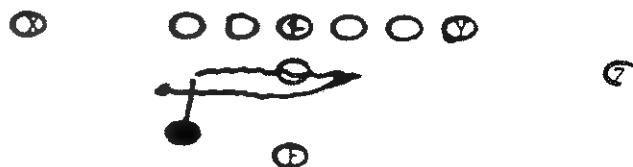
TRIPS RT. RIGGS LT.



STRONG RT. RIGGS LEFT

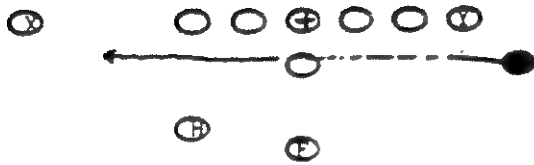


PRO RT. ERIC ORBIT

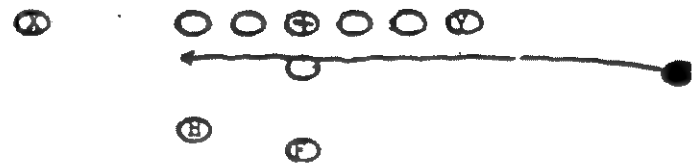


EXAMPLES OF W (T.E. REPLACES Z)

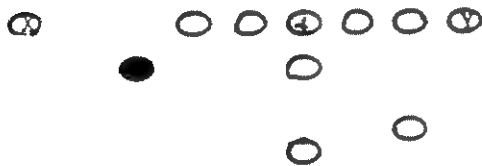
PRO RT. CLOSE ERIC LT.



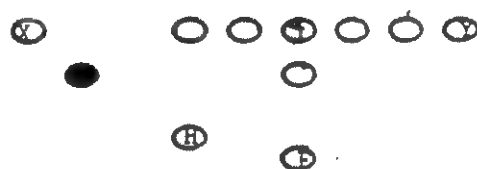
PRO RT. ZIPPER
Note: Players Name Not Used



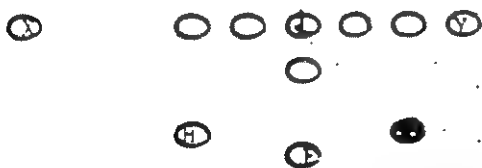
STRONG RT. ZIP



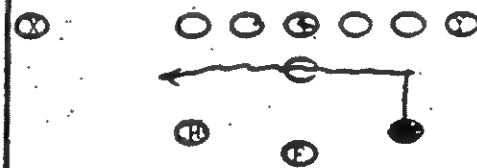
PRO RT. FLIP



PRO RT. Z BACK

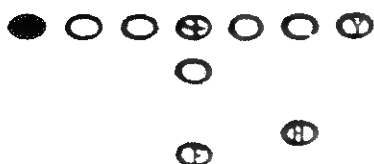


PRO RT. ZOOM LT.
Note: Players Name Not Used

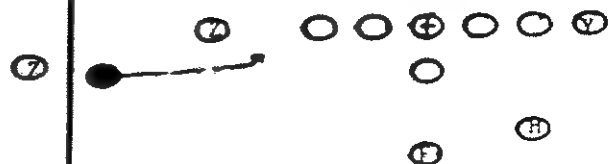


EXAMPLES OF U (T.E. REPLACES X)

STRONG RT. TIGHT



STRONG RT. FLIP RIGGS SHORT
Note: X Must Be Off Ball



DEFENSIVE FRONT DESCRIPTION

The QB will call out the defensive front at the L.O.S. We will see 3 man and 4 man lines. The base 3 man line front is the 34 defense (3 down linemen and 4 linebackers). A weak adjustment by the defensive end and the Peg LB is a 5 adjustment making the defense a 35. A strong adjustment is a 7, thus making it a 37 defense. We call the combination of a 5 and 7 adjustment a 9, making it a 39 defense (double eagle). When the nose offsets at least to the strong gap and the weak end kicks down inside, this is a 38 adjustment (full line overshift). When the line overshifts weak it is a 36 call.

Pittsburgh will offset the nose and walk up the opposite inside LB. We call this a 34 O (offset strong) or 34 Q (offset weak).

The base 4 man line defense is the 4-3 (4 down linemen and 3 LB's). The 5, 7 and 9 adjustments by the linebackers are similar to the 3 man line calls. When the tackle over the weak guard moves over the center this is a 53 call (of the 4 down men, 3 are from the center strong with 3 LB's). When the strong tackle moves over the center this is a 23 call.

Within the 53 and 23 defenses you can have a 5, 7 or 9 adjustment. Ex, 57, 25 or 59.

Pittsburgh will also overshift the strong tackle over the center making a 23 look but offset him, making a 23 offset.

The defensive adjustment of three big men covering the center and guards we refer to as a triple. This adjustment along with two defenders over the TE and another defender in the weak bump area (8 Man Front) is called a 46 (Bear) defense.

When labeling nickel or dime defenses we use the same calls, except there is one or more fewer LB's so we must subtract one or more LB's depending on how many are in the game. Ex., when the defense is a 4-3 spacing with only 2 LB's it would be a 42 call. When in a 23 spacing with only 1 LB it would be a 21 call, etc.

3 MAN FRONTS

<p>W E P M E S</p> <p>○ ○ □ ○ ○ ○</p> <p>○ ○</p> <p>34</p>	<p>S E M N P E W</p> <p>○ ○ ○ □ ○ ○</p> <p>○ ○</p> <p>34</p>
<p>W P E N M E S</p> <p>○ ○ □ ○ ○ ○</p> <p>○ ○</p> <p>35</p>	<p>S E M N E P W</p> <p>○ ○ ○ □ ○ ○</p> <p>○ ○</p> <p>35</p>
<p>W E P N E M S</p> <p>○ ○ □ ○ ○ ○</p> <p>○ ○</p> <p>37</p>	<p>S M E N P E W</p> <p>○ ○ ○ □ ○ ○</p> <p>○ ○</p> <p>37</p>
<p>W P E N E M S</p> <p>○ ○ □ ○ ○ ○</p> <p>○ ○</p> <p><u>TRIPLE</u></p> <p>46</p>	<p>S M E N E P W</p> <p>○ ○ ○ □ ○ ○</p> <p>○ ○</p> <p><u>TRIPLE</u></p> <p>39</p>
<p>W P E N M E S</p> <p>○ ○ □ ○ ○ ○</p> <p>○ ○</p> <p><u>BUFFALO</u></p> <p>38</p>	<p>S E M N E P W</p> <p>○ ○ ○ □ ○ ○</p> <p>○ ○</p> <p>38</p>
<p>W P E M N E S</p> <p>○ ○ □ ○ ○ ○</p> <p>○ ○</p> <p>38</p>	<p>S E N M E P W</p> <p>○ ○ ○ □ ○ ○</p> <p>○ ○</p> <p>38</p>

3 MAN FRONTS

<p>W E P N E M S</p> <p>BUFFALO</p> <p>36</p>	<p>S M E N P E W</p> <p>36</p>
<p>W E P N E M S</p> <p>36</p>	<p>S M E P N E W</p> <p>36</p>
<p>W E P N E M S</p> <p>34 O</p>	<p>S E M N P E W</p> <p>34 O</p>
<p>W E P N M E S</p> <p>34 Q</p>	<p>S E M N P E W</p> <p>34 Q</p>
<p>W P N M E S</p> <p>34</p> <p>WIN REP</p>	<p>S E M N P W E</p> <p>34</p> <p>WIN REP</p>
<p>W E P N M S E</p> <p>34</p> <p>SAM REP</p>	<p>E S M N P E W</p> <p>34</p> <p>SAM REP</p>

4 MAN FRONTS

<p>49</p>	<p>49</p>
<p>45</p>	<p>45</p>
<p>47</p>	<p>47</p>
<p>23 OFFSET</p>	<p>23 OFFSET</p>
<p>TRIPLE 246</p>	<p>TRIPLE 546</p>

5 MAN FRONTS - PINTO

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4 MAN FRONTS

<p>WE T M T E S</p> <p>43</p>	<p>S E T M T EW</p> <p>43</p>
<p>W M E T T S E</p> <p>59</p>	<p>E S T T M EW</p> <p>57</p>
<p>WE M T T E S</p> <p>53</p>	<p>S E T T M EW</p> <p>53</p>
<p>WE M S T T E</p> <p>54</p>	<p>E T S T M EW</p> <p>54</p>
<p>W E T T M S</p> <p>29</p>	<p>S E M T T WE</p> <p>25</p>
<p>WE T T M E S</p> <p>23</p>	<p>S E M T T EW</p> <p>23</p>

NICKEL FRONTS

<p>33</p>	<p>33</p>
<p>32</p>	<p>32</p>
<p>42</p>	<p>42</p>
<p>41</p>	<p>41</p>
<p>22</p>	<p>22</p>
<p>21</p>	<p>21</p>

4 MAN FRONTS

<p>WE M T T \$ ES</p> <p>58</p>	<p>SE T M T \$ EW</p> <p>44</p>
<p>WE M T T \$ SE</p> <p>58</p> <p>CHANGE</p>	

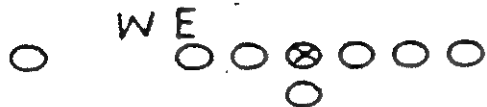
NICKEL FRONTS

<p>N</p> <p>E B T B T E</p> <p>52</p>	<p>B N E T T N E W</p> <p>52</p>
<p>N B N</p> <p>E T T E</p> <p>51</p>	<p>E N T B N E</p> <p>51</p>

BASIC LINEBACKER POSITIONS

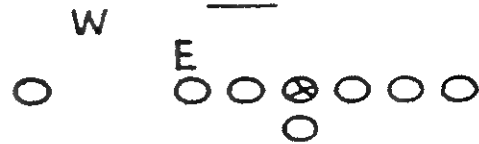
WIN LINEBACKER POSITIONS

NORMAL



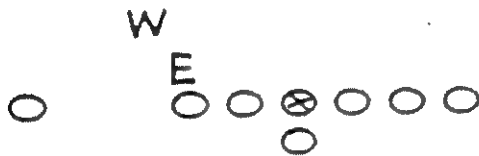
On the L.O.S. outside of the DE

WALK



Off the L.O.S. and about midway between the tackle and X

HIP



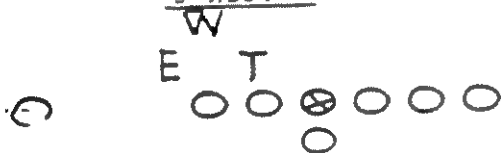
Off the L.O.S. and slightly outside of the DE

OUT



All the way out to the SE

S ADJ.



Inside of the DE and off the L.O.S.

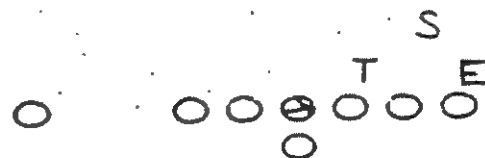
SAM LINEBACKER POSITIONS

NORMAL



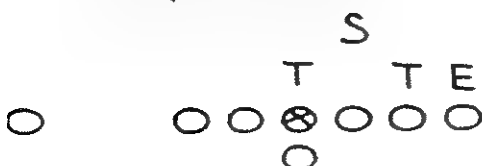
Head up to the TE on either shoulder

STRONG REDUCTION "T" BUBBLE



Inside of the DE and off of L.O.S. over the tackle area

BUBBLE 54 DEF



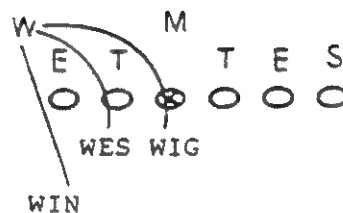
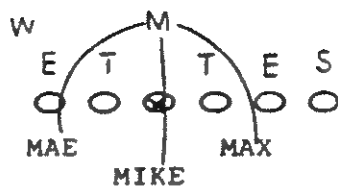
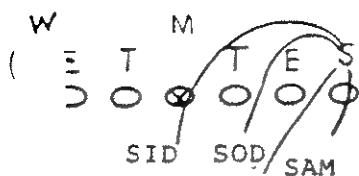
Over the guard and off of the L.O.S.

CHANGE

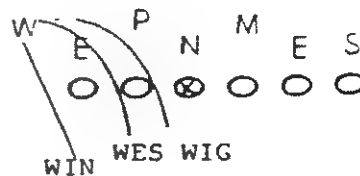
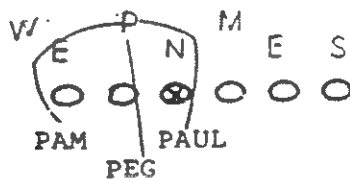
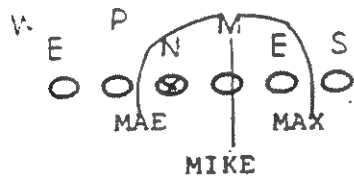


Inside of the DE and on the L.O.S. inside shoulder of the TE

LINEBACKER BLITZ NAMES FROM 4 MAN FRONTS

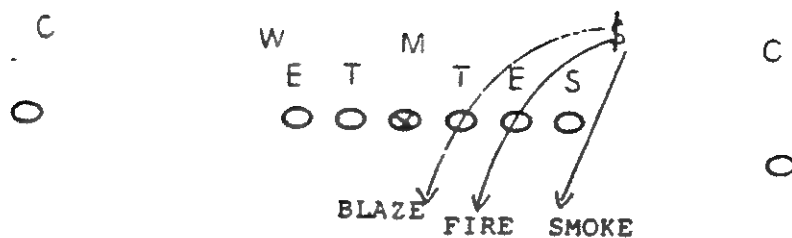


LINEBACKER BLITZ NAMES FROM 3 MAN FRONTS

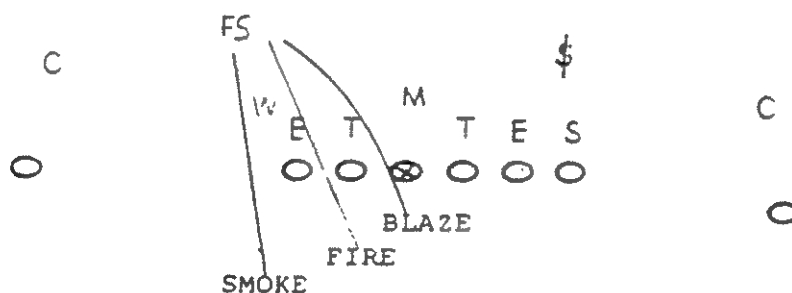


STRONG SAFETY BLITZ

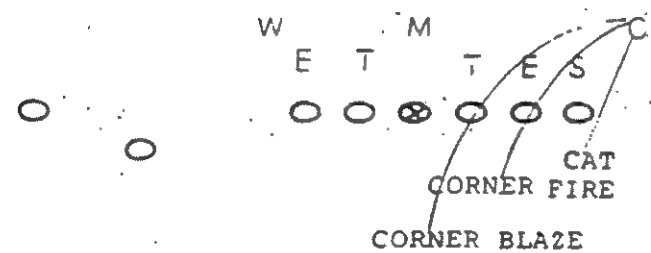
FS



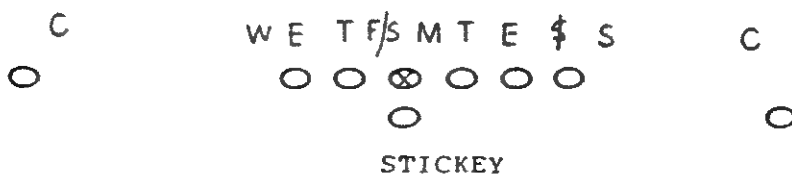
WEAK SAFETY BLITZ



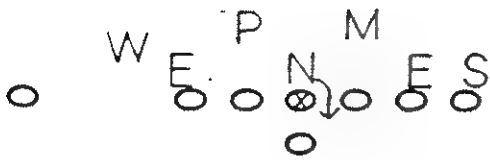
CORNER BLITZ



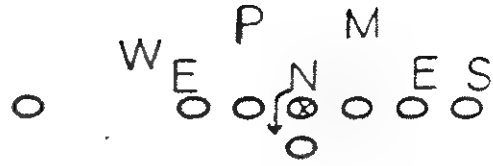
ALL OUT BLITZ LOOK



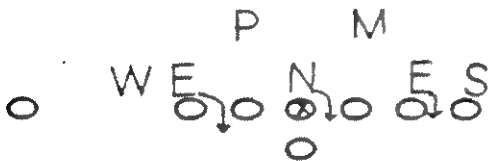
DEFENSIVE STUNTS



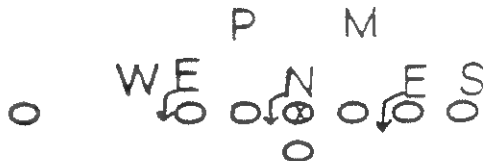
34 ROSE



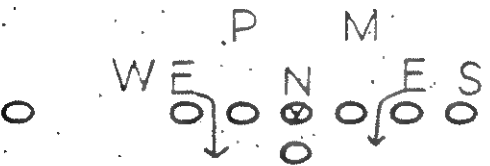
34 LOU



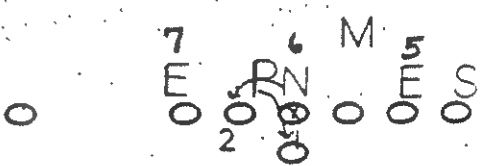
34 BINGO - (SLANT TO TE)



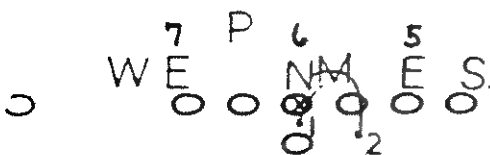
34 SLANT - (SLANT AWAY FROM TE)



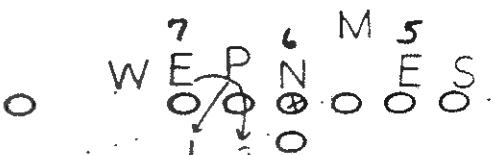
34 PINCH, STRONG, WEAK, OR
DOUBLE



34 P-N CROSS (P-6)

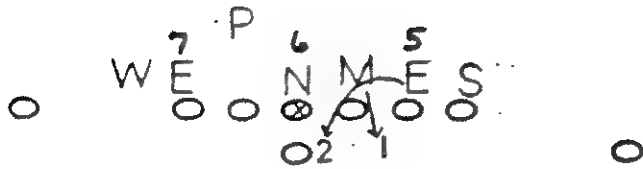


34 M-N CROSS (M-6)

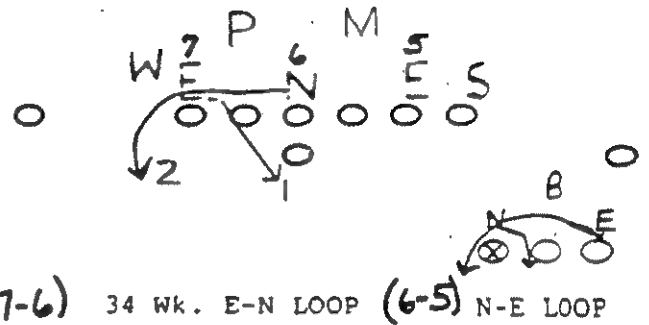


34 P-E CROSS (P-7)

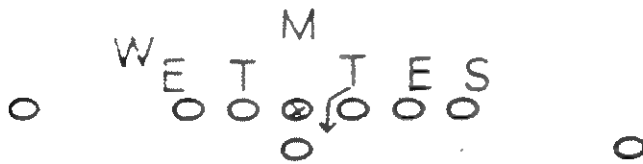
DEFENSIVE STUNTS



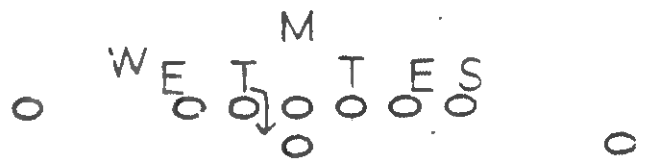
34 M-E CROSS (M-5)



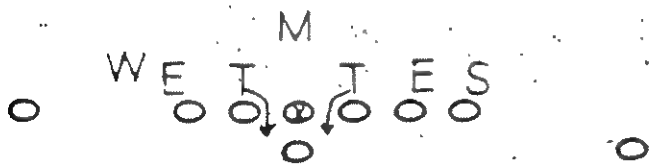
(7-6) 34 Wk. E-N LOOP (6-5) N-E LOOP



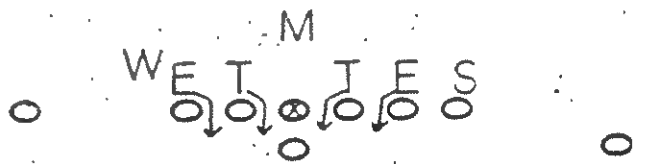
43 STRONG IN



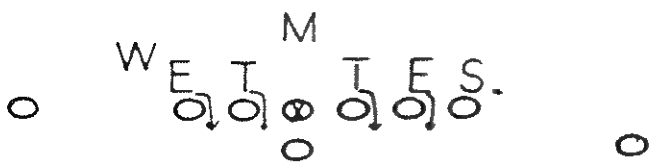
43. WEAK IN



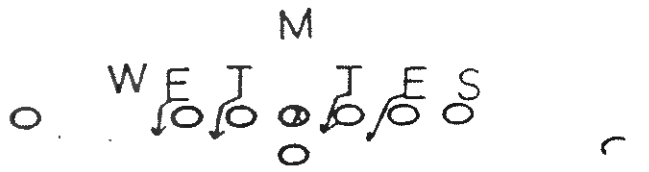
43 DOUBLE IN



4-3 PINCH

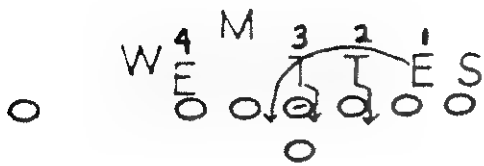


43 BINGO

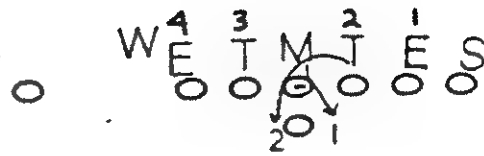


43 SLANT

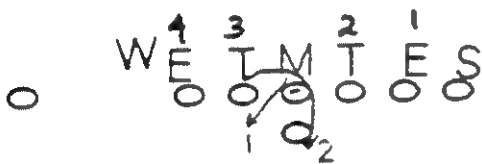
DEFENSIVE STUNTS



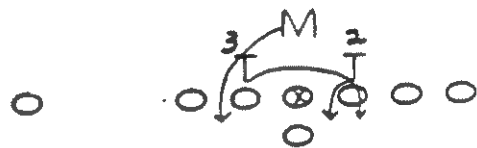
SUPER E WEAK (3-1)



43 STRONG M-T (M-2)



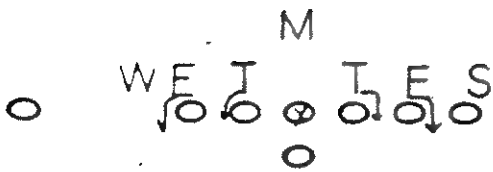
4-3 WEAK M-T (M-3)



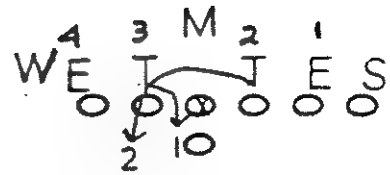
43 MAE STRONG TT (Mac 2-3)



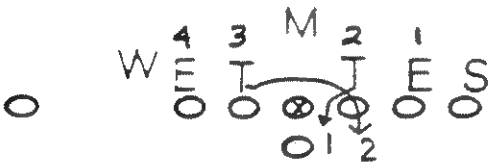
DEFENSIVE STUNTS



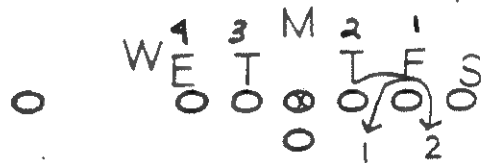
43 OUT



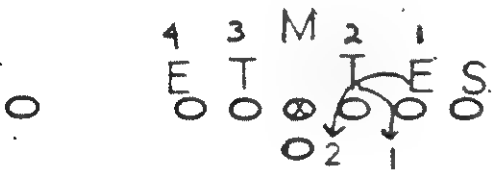
43 WK. T.T. (3-2)



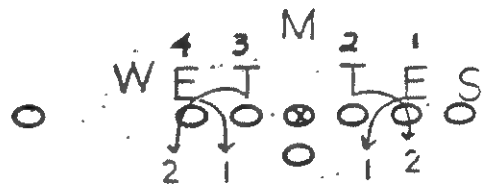
43 ST. T.T. (2-3)



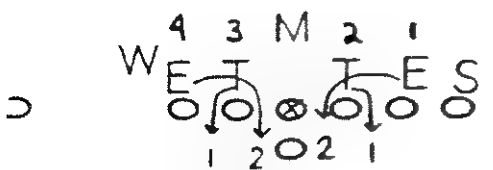
43 ST. E-T (1-2)



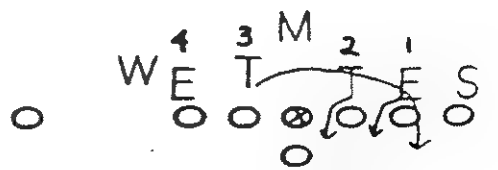
43 ST. T-E (2-1)



(4-3) (1-2)
43 DOU. E-T

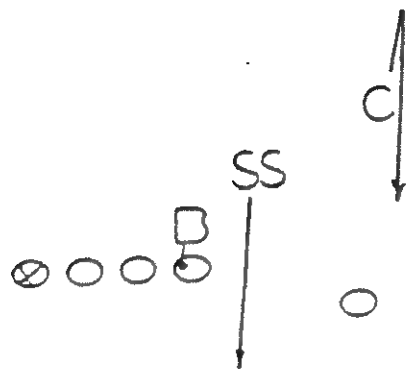


(3-4) (2-1)
43 DOU. T-E



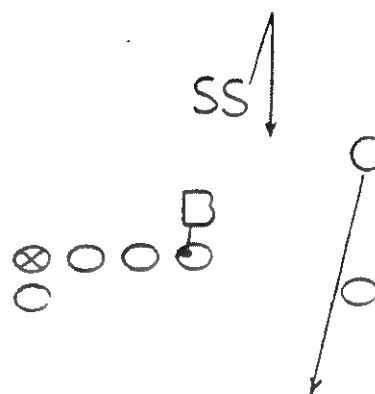
(1-3)
43 SUPER T. St.

RUN FORCE AND FLAT COVERAGE RESPONSIBILITIES



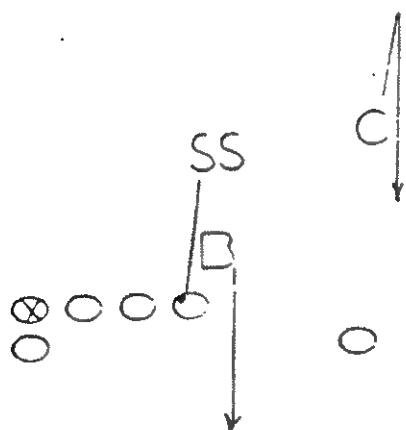
Sky

S/S: Force and Flat
 C : Secondary Force & Deep 1/3
 B : Cutback



Cloud

C : Force and Flat
 S/S: Secondary Force and Deep 1/3 or Deep 1/2
 B : Cutback



Backer (Lightning)

B : Force and Flat
 C : Secondary Force and Deep 1/3 or
 Man to Man
 S/S : Cutback

DEFENSIVE BACK POSITIONS

CORNER POSITIONS

C

NORMAL

C



7 or more yds. off of the L.O.S. over the wide receivers

CORNER CHOKE

WC



Inside of Win and on the L.O.S.

TOUGH

C W



Up close to TE side

BUMP & RUN



Tight on wide receivers to the inside

SAFETY POSITIONS

NORMAL



Outside of TE and 5 to 8 yds. deep

CHOKE



Inside of LB and on TE

HEAD UP



Head up to TE to 8 yds. off of the L.O.S.

DEEP



10 to 14 yds. deep

FS

NORMAL



10 or more yds. deep over the guard or tackle area

TUFF



On the L.O.S. outside of TE

BLITZ POSITION

FS



Up close on weakside

FS

FS

STRONG COMBO POSITION



Moved over to strong side



A hand-drawn diagram of a cover, labeled "COVER 2" at the top center. The diagram features several dashed circles and solid circles. At the top, there are two dashed circles, each with an arrow pointing to a central dashed circle. This central circle contains the letters "FS". To the left of this central circle is another dashed circle containing the letter "C", with an arrow pointing down to a solid circle below it. To the right of the central "FS" circle is a dashed circle containing the letter "P", with an arrow pointing up to it. Below the "FS" circle, the letters "W", "E", "N", "E", "S" are arranged horizontally. Below "W" is an arrow pointing down to a solid circle. Below "E" is a solid circle. Below "N" is a solid circle with an "X" inside it. Below "E" is a solid circle. Below "S" is a solid circle. To the right of the "FS" circle is a dashed circle containing the letter "M", with an arrow pointing up to it. To the right of the "M" circle is a dashed circle containing the letter "S", with an arrow pointing up to it. To the right of the "S" circle is a dashed circle containing the letter "C", with an arrow pointing down to a solid circle below it. At the bottom, there are two solid circles, one on the left and one on the right.

Cover 2 with 3 man rush

A handwritten diagram of a 3x3 grid. The top row contains the letters C, F, and S. The middle row contains the letters W, P, and M. The bottom row contains the letters E, N, and E. The letter N is marked with an 'X' inside a circle. There are also several empty circles in the grid, some of which are crossed out with an 'X'.

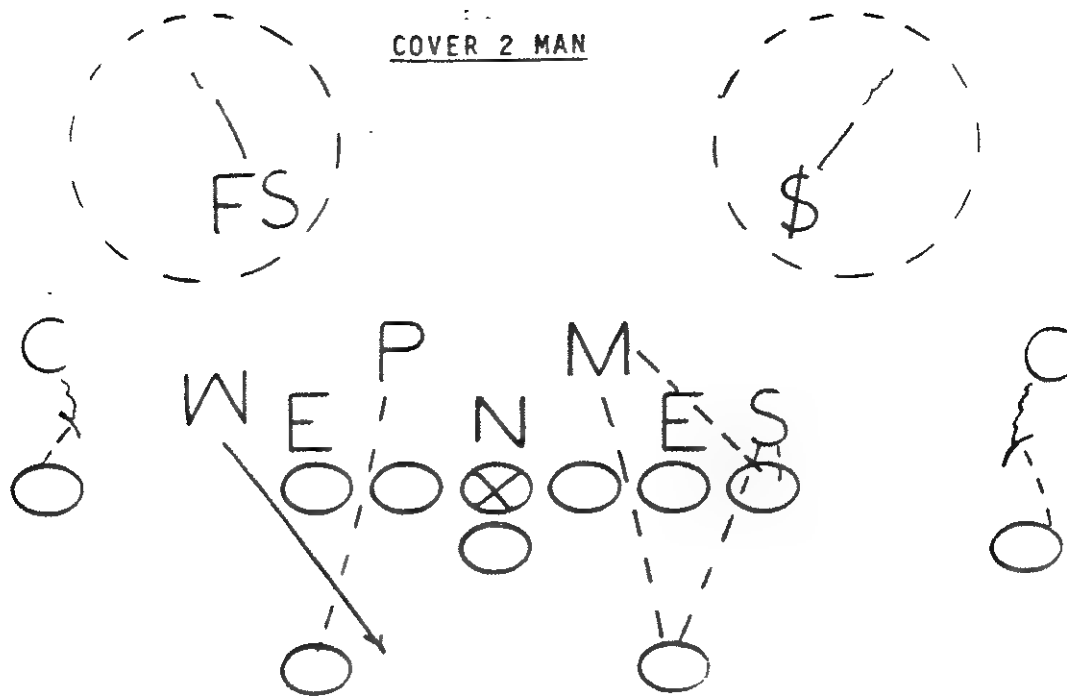
COVER 2 ACE

F S

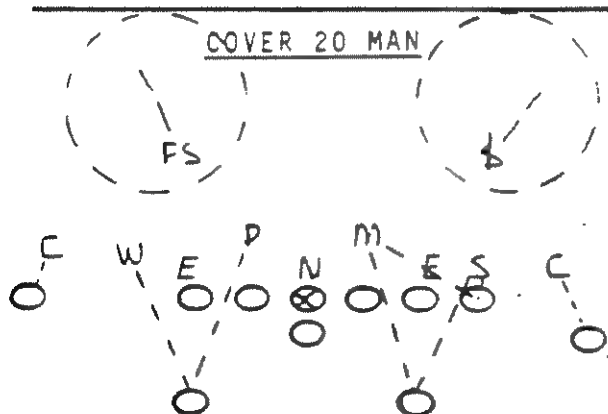
W E N M P S

X

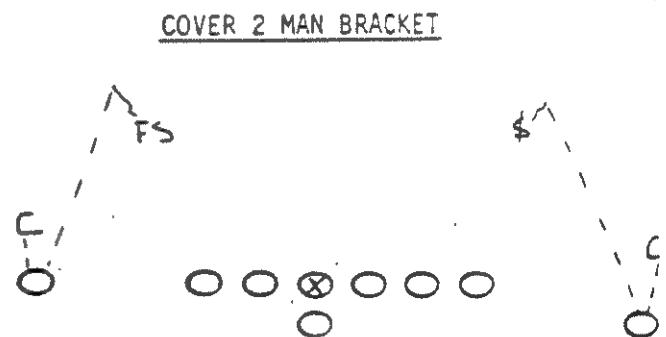
Cover 2 with "ACE" (usually Peg) in the hole.



2 deep zone with man to man underneath.
Used with Win or Peg blitzing.

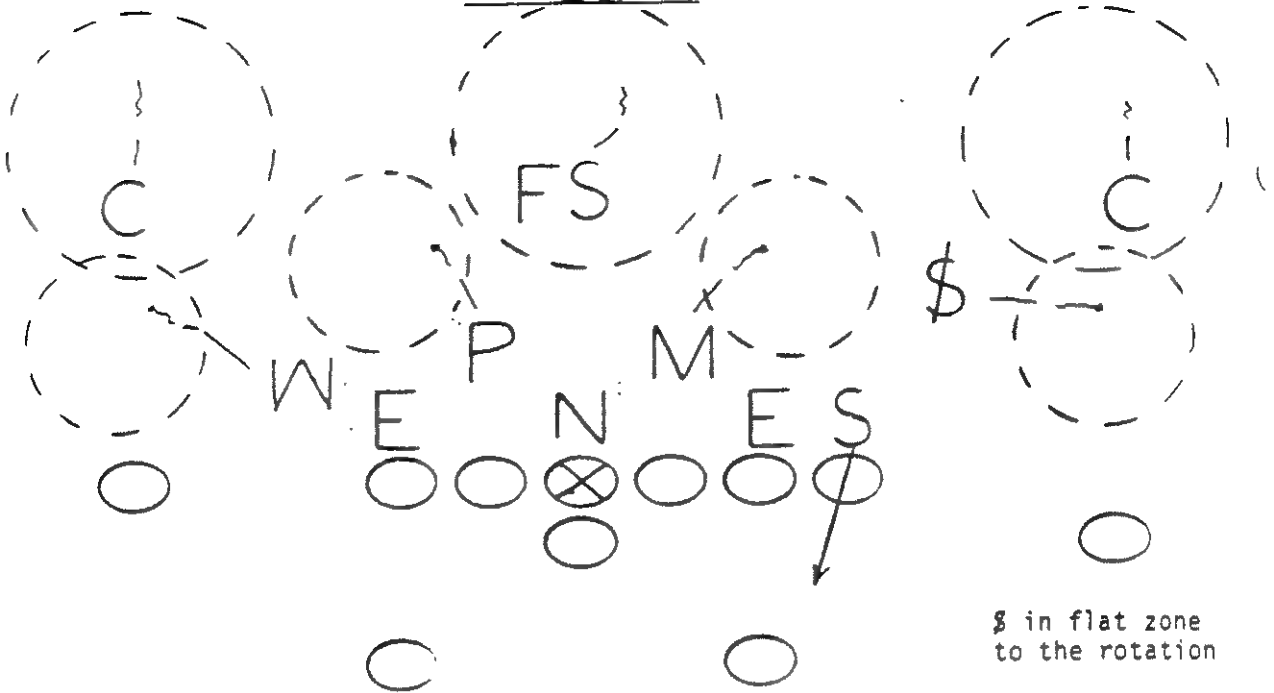


Cover 2 man with 3 man rush



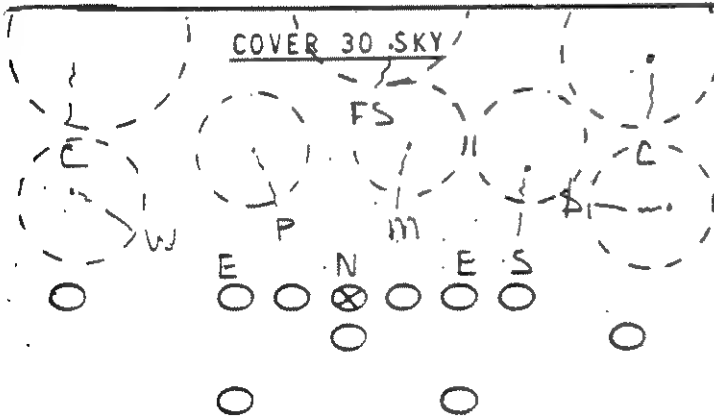
Cover 2 man without 2 deep zone.
Bracket coverage on outside receivers.

COVER 3 (SKY)



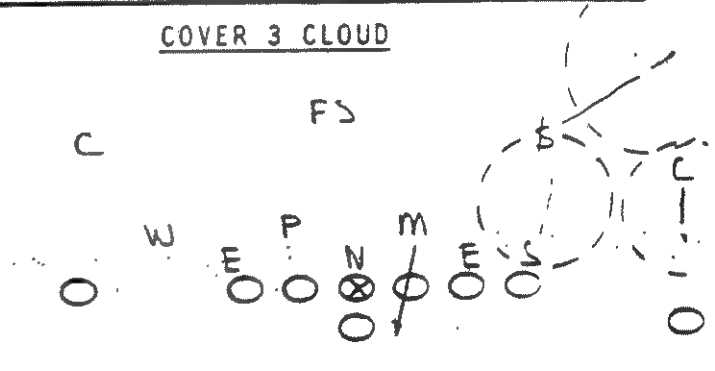
3 deep strong rotation zone. We will always designate who has flat zone to rotation side. Used with Mike or Sam blitzing.

COVER 30 SKY



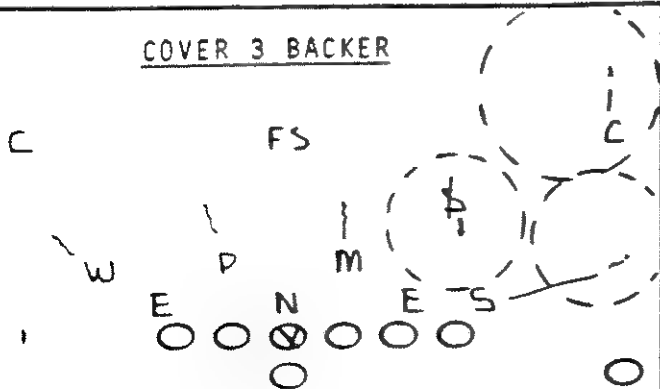
Cover 3 sky with 3 man rush

COVER 3 CLOUD



Cover 3 with corner in flat zone to the rotation

COVER 3 BACKER

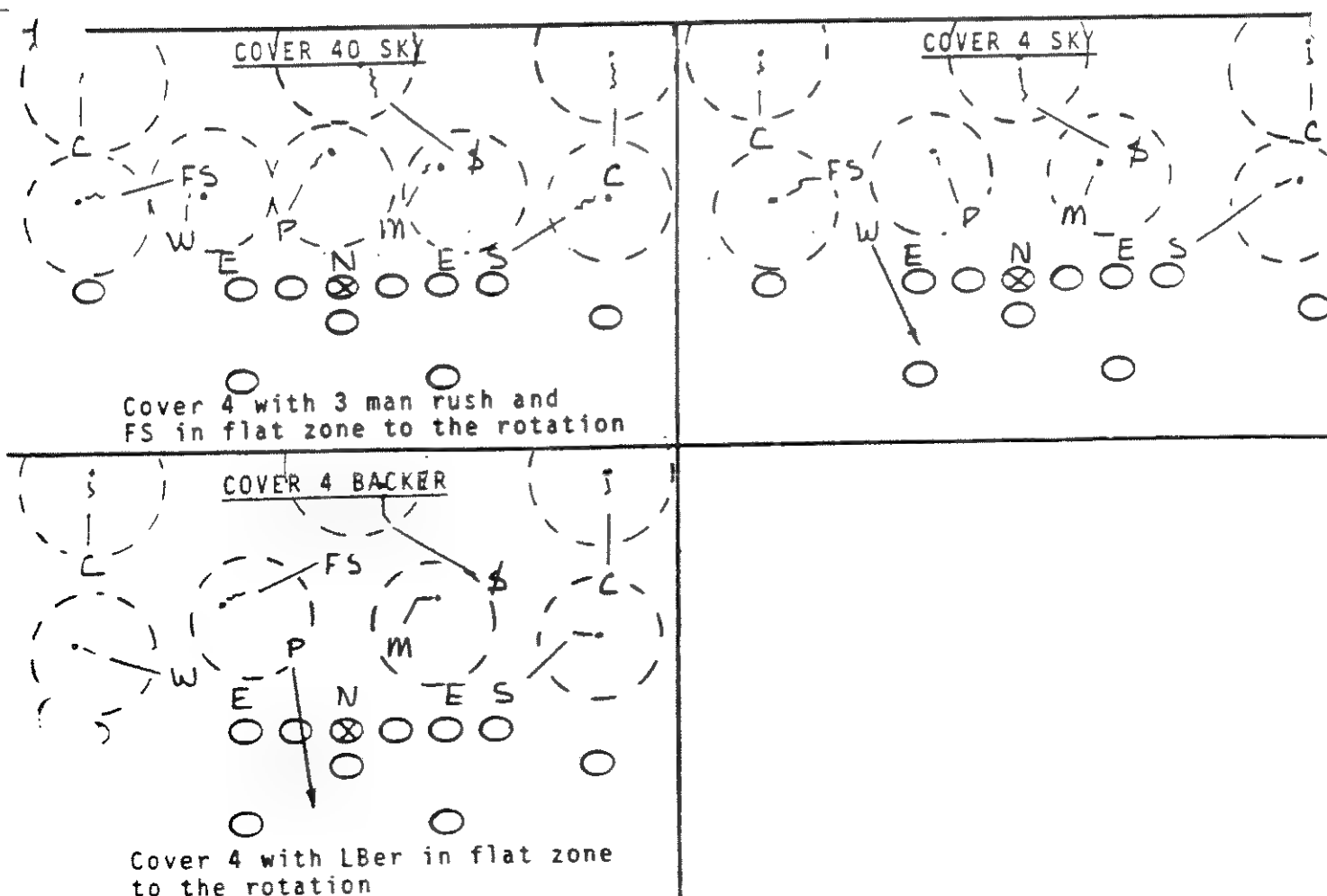


Cover 3 with LBer in flat zone to the rotation



Corner in flat zone
to the rotation

3 Deep Weak Rotation Zone. We will always designate who has flat zone to rotation side. Used with Win or Peg blitzing.



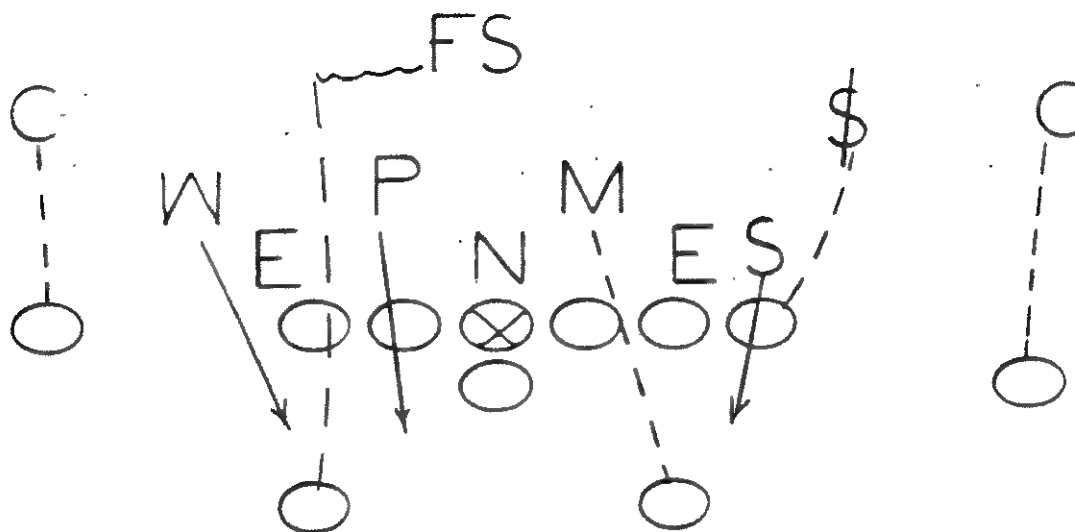
Cover 4 with 3 man rush and
FS in flat zone to the rotation

Cover 4 with LBer in flat zone
to the rotation

Diagram illustrating a sequence of nodes (circles) connected by dashed lines, with various labels above them:

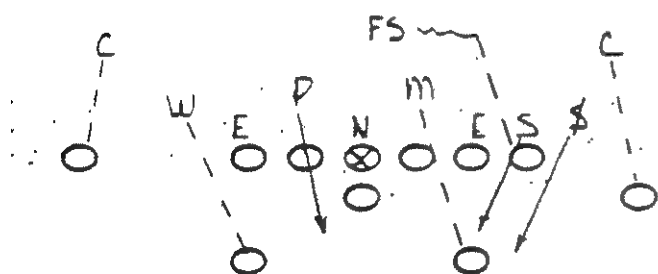
- Node 1: Labeled 'C' above and 'Bracket' below.
- Node 2: Labeled 'FS' above.
- Node 3: Labeled 'W' above.
- Node 4: Labeled 'E' above.
- Node 5: Labeled 'P' above.
- Node 6: Labeled 'N' above (crossed out with an 'X').
- Node 7: Labeled 'M' above (with a solid arrow pointing down).
- Node 8: Labeled 'E' above.
- Node 9: Labeled 'S' above.
- Node 10: Labeled '\$' above.
- Node 11: Labeled 'C' above.

BLITZ COVERAGE

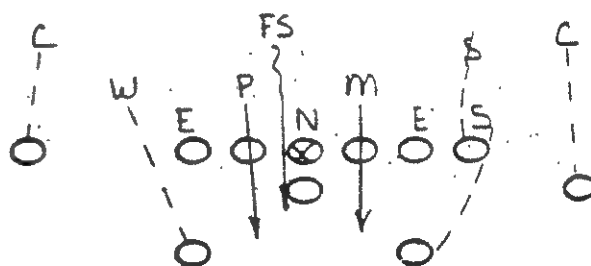


Single man to man with no free safety. Usually with 6 defenders or more rushing the passer.

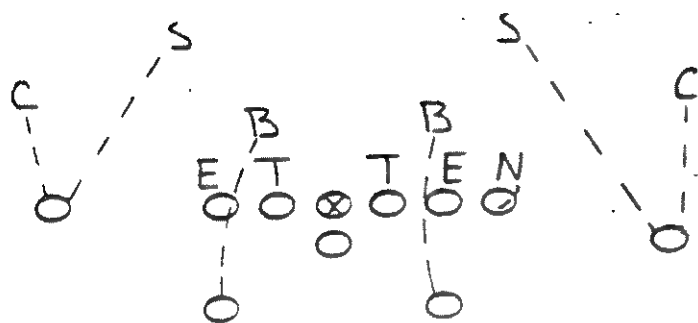
STRONG SAFETY BLITZ



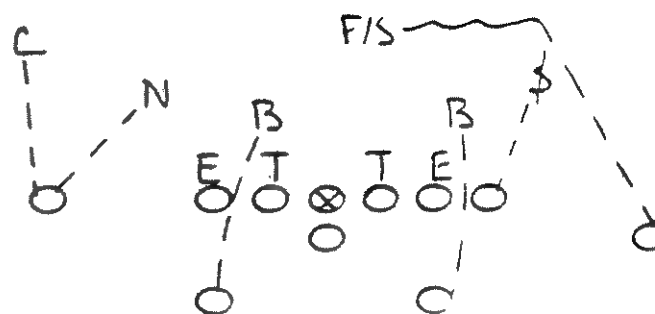
FREE SAFETY BLITZ



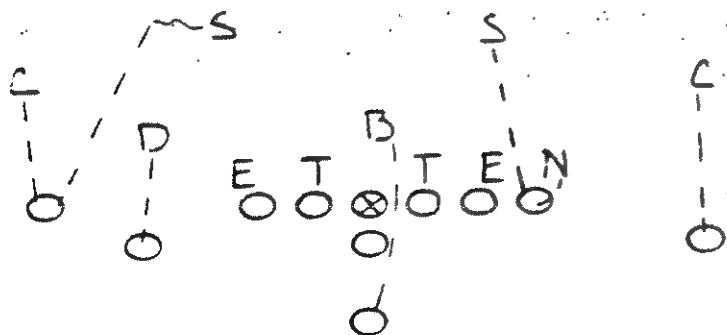
EXAMPLES OF NICKEL PASS COVERAGES -2-



NICKEL 65

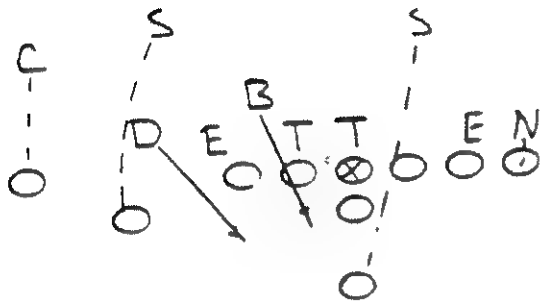


NICKEL 75

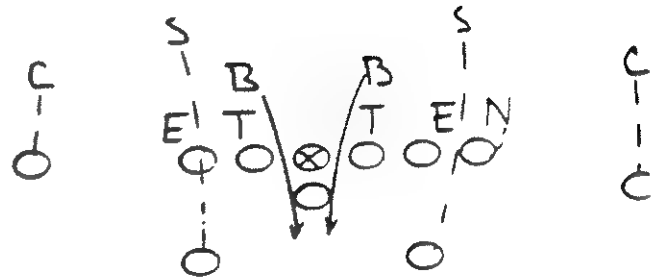


DIME 85

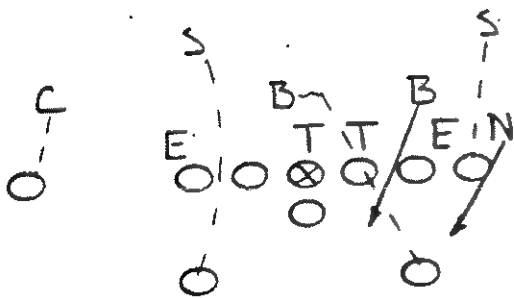
		<p>Double Barrel</p>
		<p>Double Slot Blimp</p>



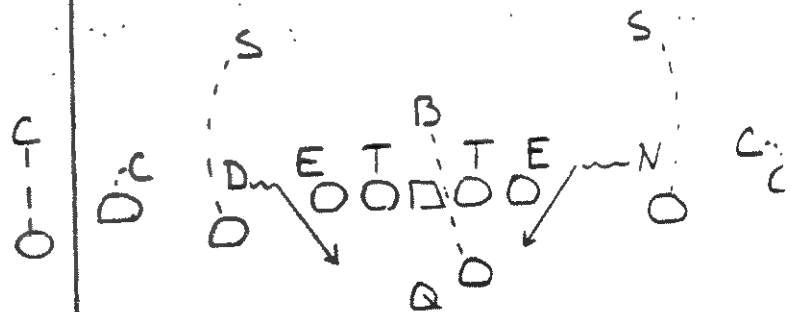
Slot Blitz



Double Barrel

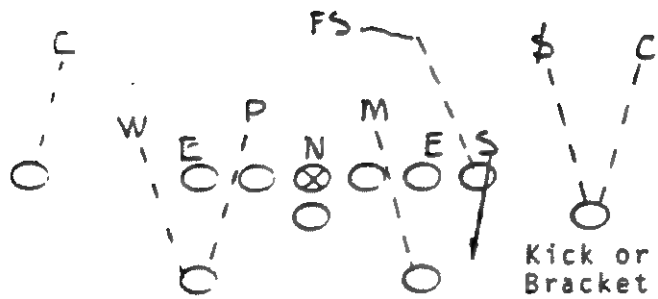


Strong Blitz



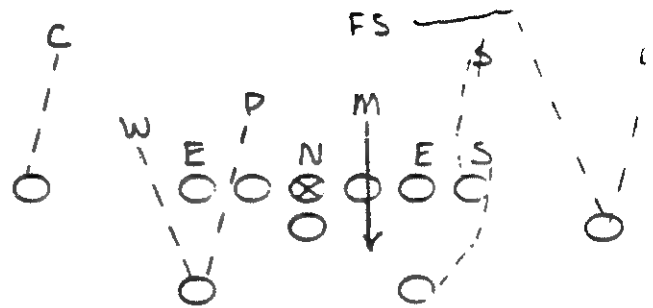
Double Slot Blitz

COVER 6



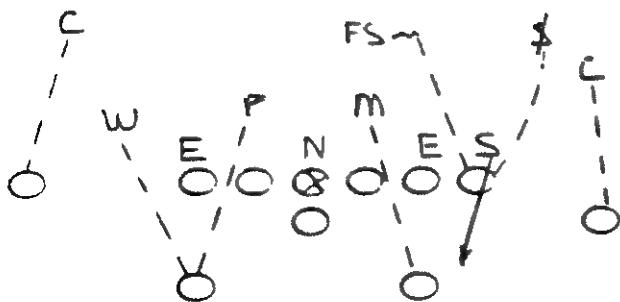
Man to man with S and Strong C
doubling 1st receiver strong
side

COVER 7



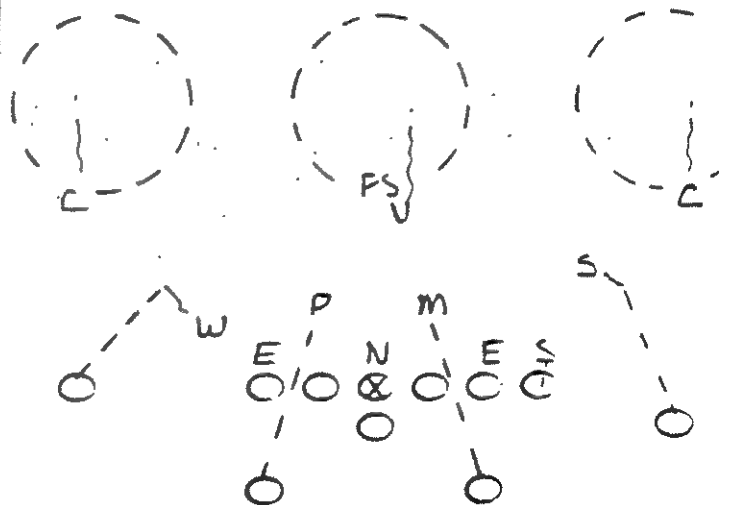
Man to man with FS and Strong C
doubling 1st receiver strong side

COVER 8



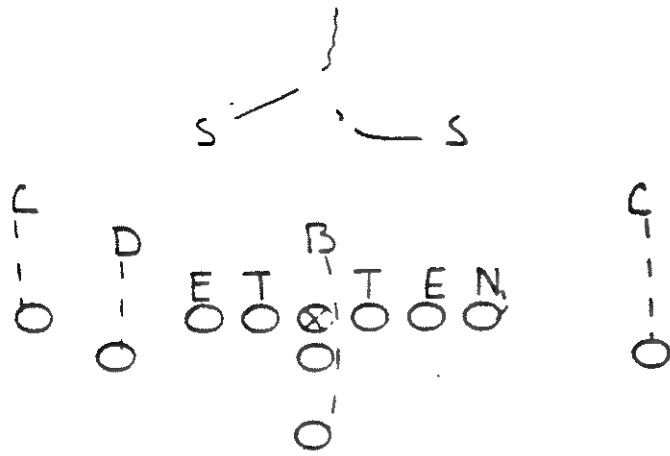
Man to man with FS and S doubling
2nd receiver strong side

COVER 11

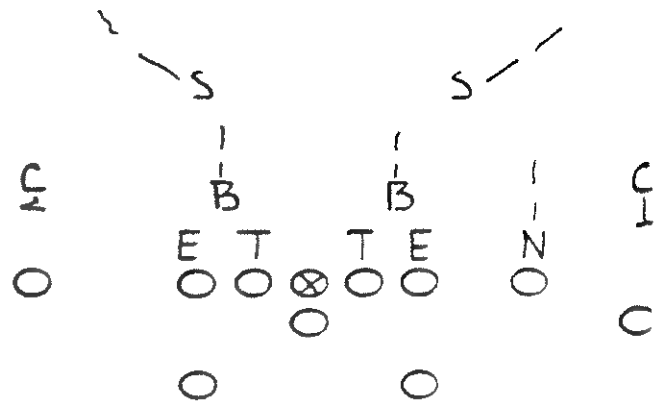


3 deep zone with man to man
underneath

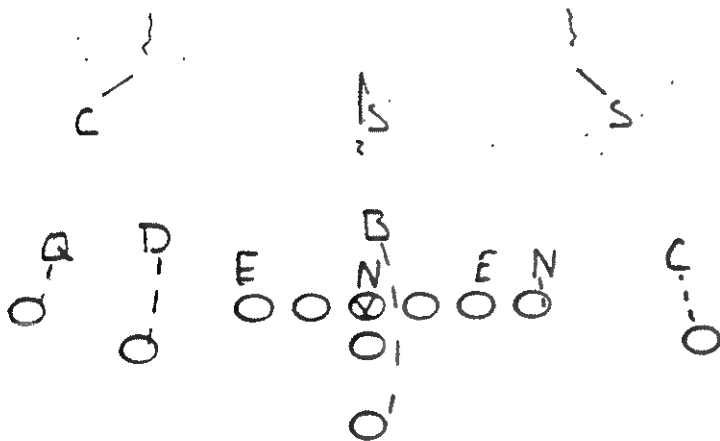
EXAMPLES OF NICKEL PASS COVERAGES -1-



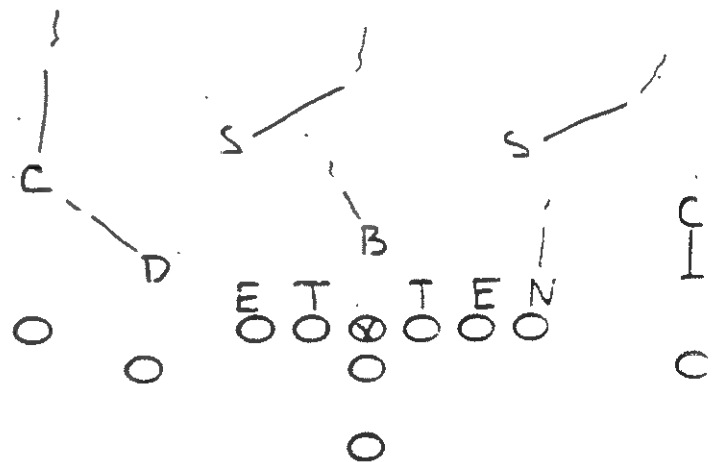
DIME 1 LURK



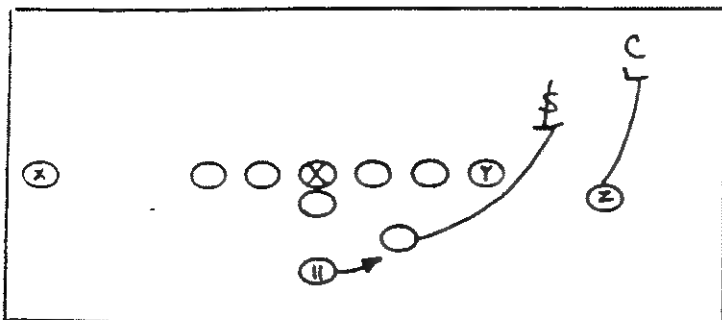
NICKEL 2



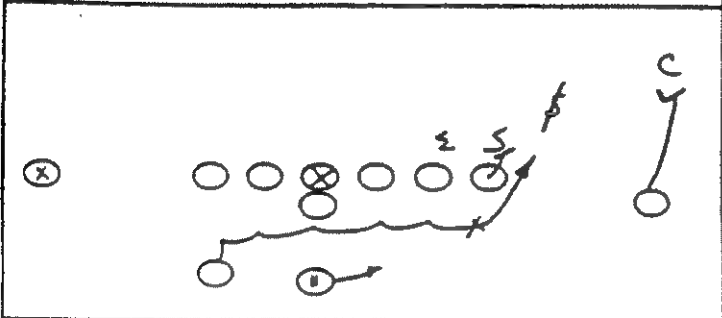
QUARTER 2 MAN ACE



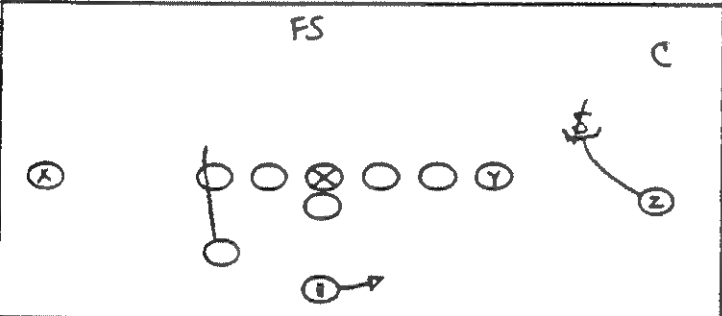
DIME 3 CLOUD



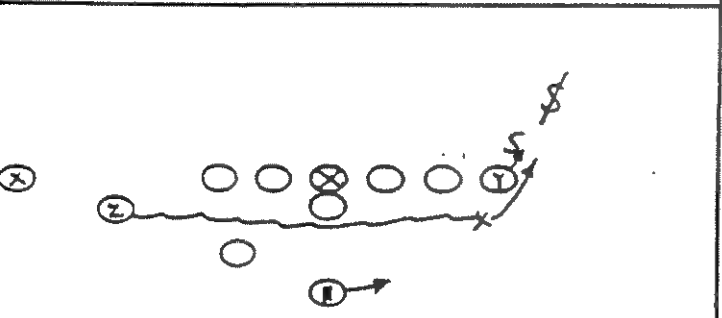
1. BOSS = Back block the Force.
(Z block the deep 1/3)
(Example: Strong Rt. - 18 BOSS)



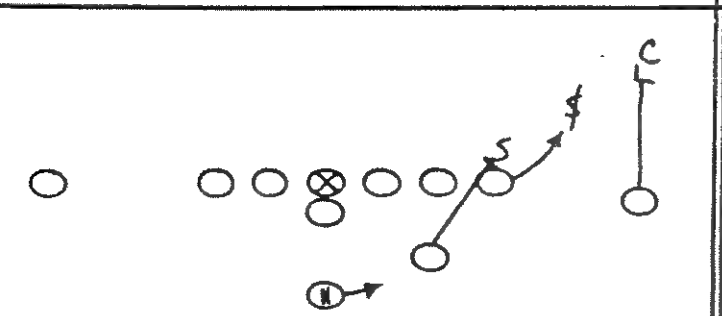
2. BOSS EXTRA = Back, TANDEM block the TE.
(Z block the deep 1/3)
(Example: Pro RT. Hum RT. - 18 BOSS EXTRA)



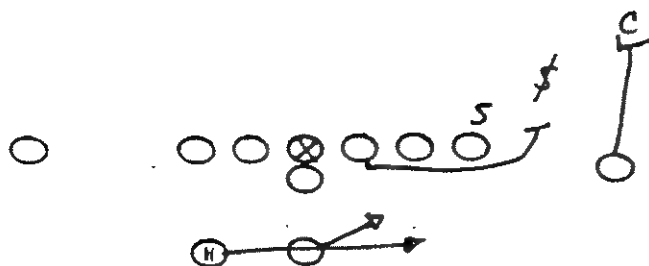
3. MIKE = Z block the Force.
(Example: Pro RT. - 16 MIKE)



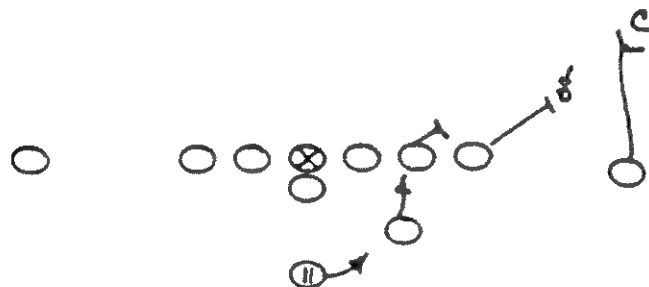
4. MIKE EXTRA = Z, TANDEM block with the TE.
(Example: Pro RT. Flip - Z RT. - 18 MIKE EXTRA)



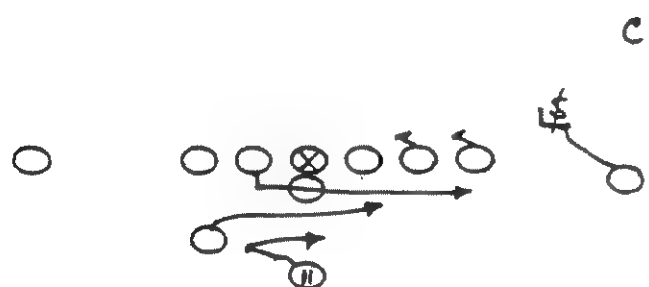
5. RELEASE = Y block the Force.
(Z block the deep 1/3)
(Example: Strong RT. - 18 RELEASE)



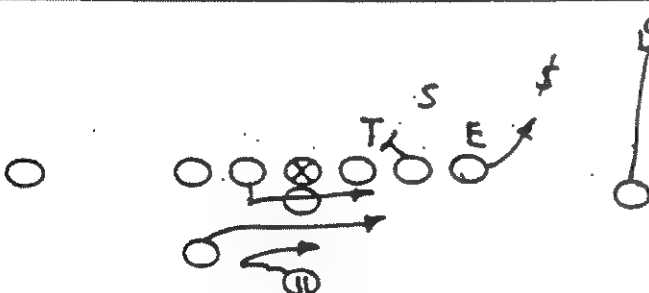
6. GRACE = FS GUARD block the Force.
(Z block the deep 1/3)
(Example: Pro RT. - HB 28 GRACE)



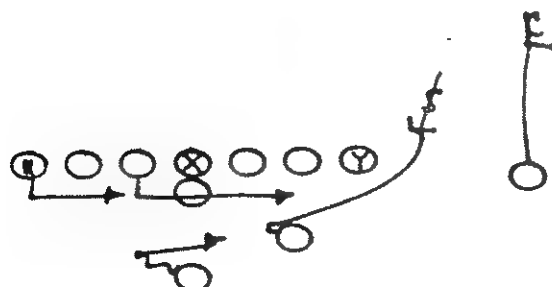
7. FAN = Z block the deep 1/3.
(Example: Strong RT. - 16 FAN)



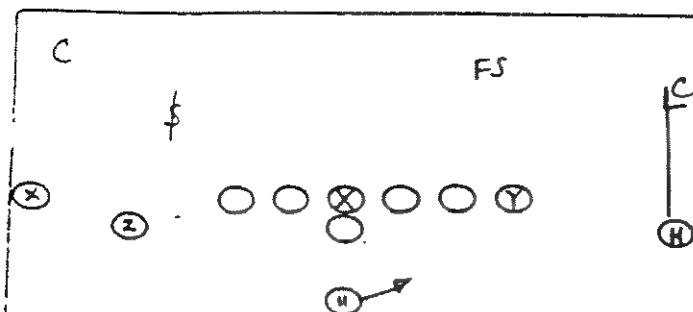
8. COUNTER SWITCH STRONG = Z block the Force.
(Example: Pro RT. - 38 CTR. SW1)



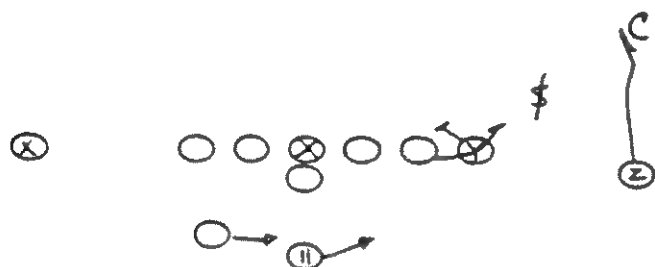
9. "CHECK IN" (CHICKEN) = Y release, block Force.
(Z block deep 1/3)
(Example: Pro RT. - 38 CTR. SWITCH)



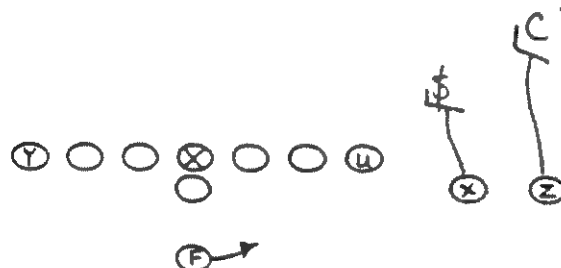
10. COUNTER BOSS = Back block the Force.
(Z block deep 1/3)
(Example: U PERSONNEL/Strong RT.
Tight - 38 COUNTER BOSS)



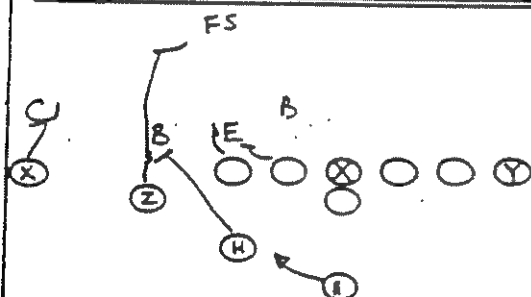
11. NOTHING = HB block the Force.
(Example: Triple RT. - FLIP - 18 NOTHING)



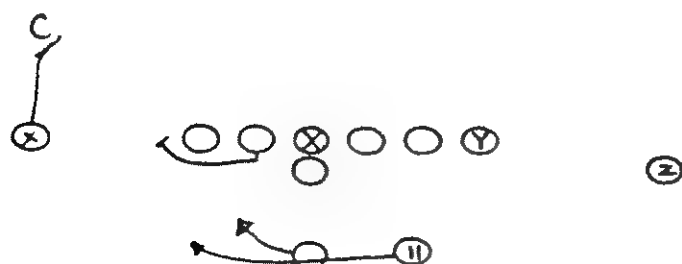
12. BOOK = Z block the deep 1/3.
(Example: Pro Right - 28 BOOK)



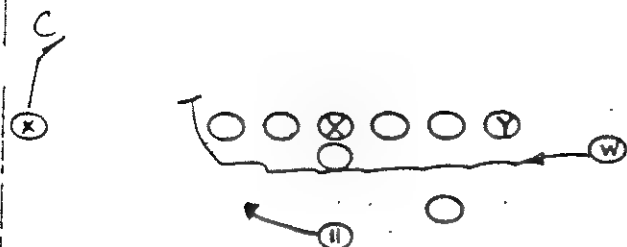
13. MATCH = X and Z block the people who match up with them.
(Example: Tiger LT. Flop - 16 MATCH)



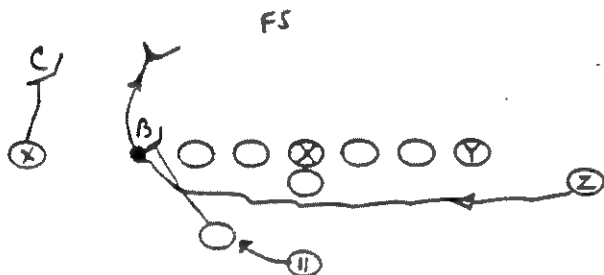
14. CALL = Z block the lane. X block the lane.
(Example: Pro RT. Flip - 17 CALL)



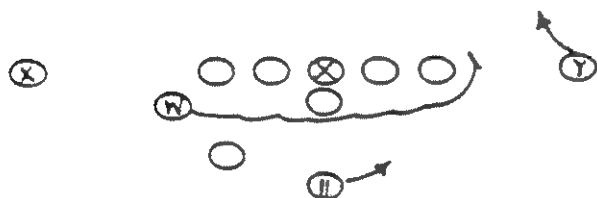
15. GEORGE = X block the Force.
(Example: Strong RT. - HB 29 GEORGE)



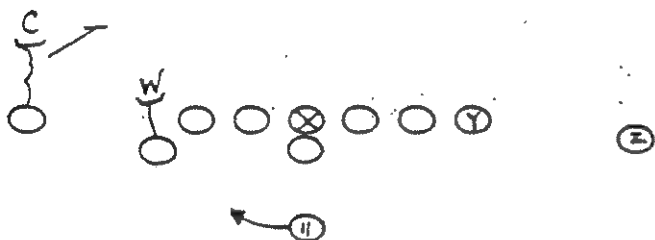
16. KICK (W PERSONNEL) W block OLB w
X block the Force.
 (Example: Strong Rt. - W LT. - 17
 KICK)



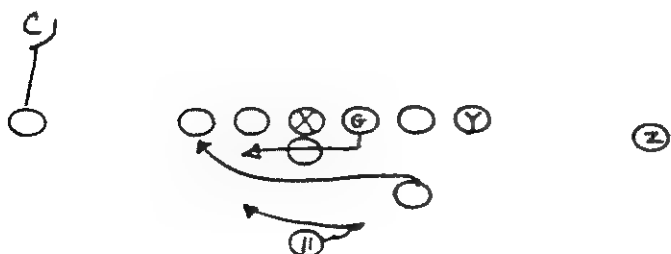
17. BLUFF = Z set up WIN LB for HB -
 Block lane.
X block the Force.
 (Example: Pro RT. - Z LT. - 17 BLU)



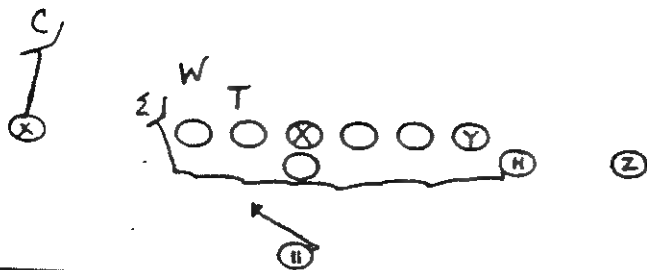
18. EASY = (W PERSONNEL) Y block the
 Force.
W block OLB.
 (Example: PITT RT. - W RT. -
 16 EASY)



19. EMOL = X block the Force
 (Example: Double RT. - 17 EMOL)

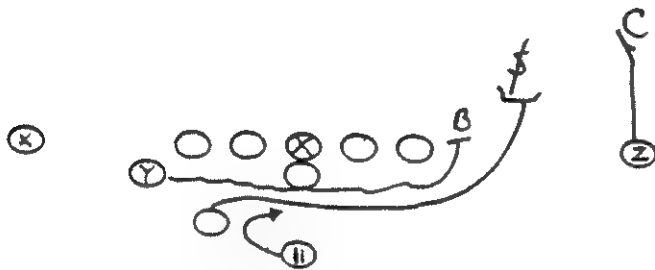


20. OTTO SWITCH = X block the Force.
 (Example: Strong RT. - 35 OTTO
 SWITCH)



21. JAB = X block the Force

(Example: Trips RT. - Hum LT. - 35 JAB)



22. BACK = Z block the 1/3.

Back block the Force.

(Example: Pro RT. - Y RT. - 17 CAL BACK)

(ALSO - FAN BACK and KICK BACK)

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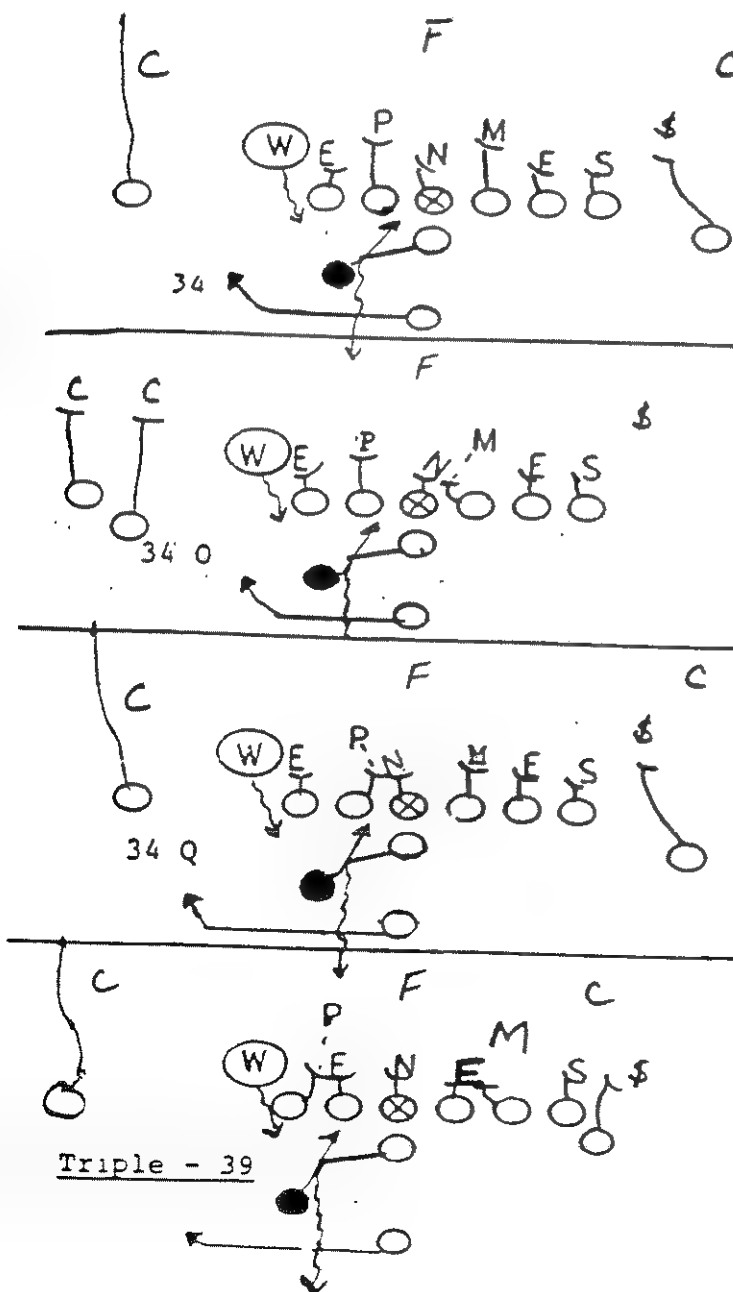
Single Digit Series

Page 1	Dive 4-5 Away Weak
Page 2	Flip 8-9 Crack

DIVE 5 AWAY/POSS D. DIVE (WK.)

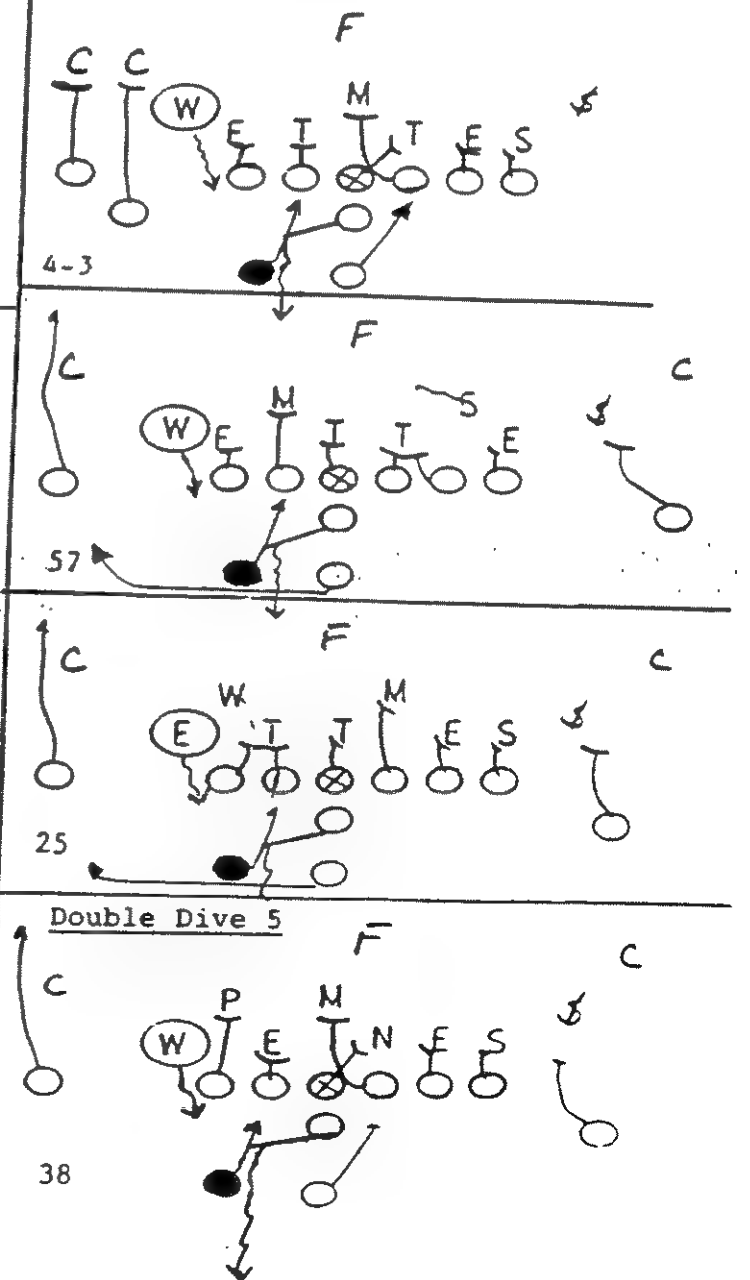
- 1) GOOD VS. TIGHT PLAYING D. LINE. "MIRED IN"
- 2) GOOD AS A CHANGEUP FROM 16-17, 18-19 STUFF
- 3) BOOK WEAKSIDE EMOL
- 4) GOOD INTO FLIP VS. WIN WALKAWAY
- 5) FEATURE TO FB FROM CHANGE TO HELP CHANGE FORMATIONS

STAGGERED BACKS:



BALANCED BACKS:

Double Dive 5



- 1) THIS QUICK PITCH MAY BE AN AUDIBLE STRONG OR WEAK VS. 8MAN FRONTS OR BLITZES.
- 2) 2 CRACKS \$ TO INSIDE LB
- 3) THE OT PULLS FOR THE CORNER
- 4) THE FRONT SIDE GUARD USES A POSITION COG VS. A BUBBLE LOOK.
- 5) IF THE FRONT SIDE GUARD IS COVERED HE PULLS FOR THE NEXT MAN TO HIS OUTSIDE.
- 6) THE FB FAKES TRAP.

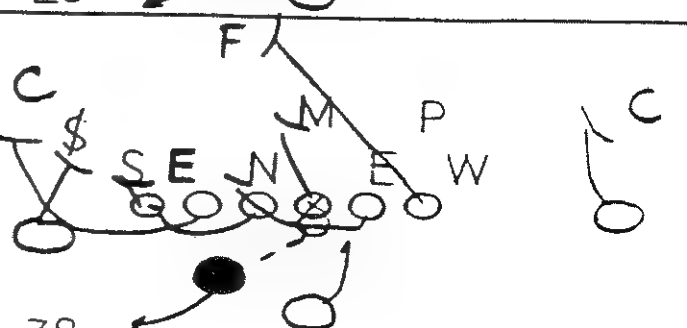
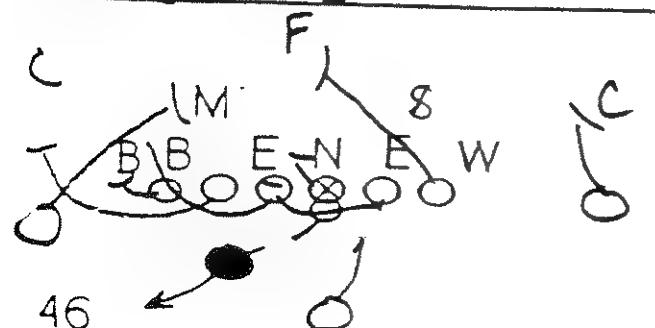
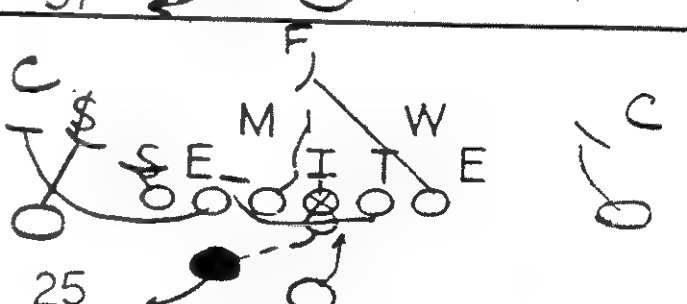
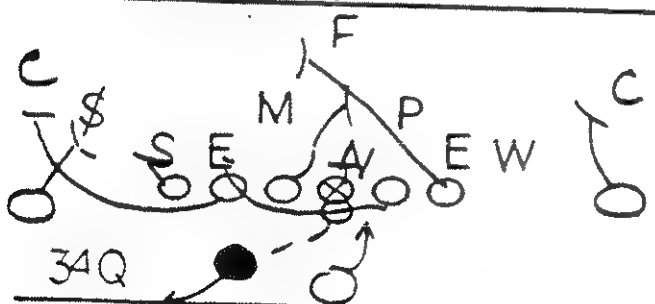
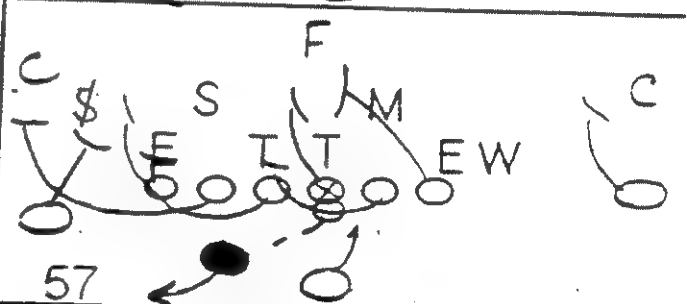
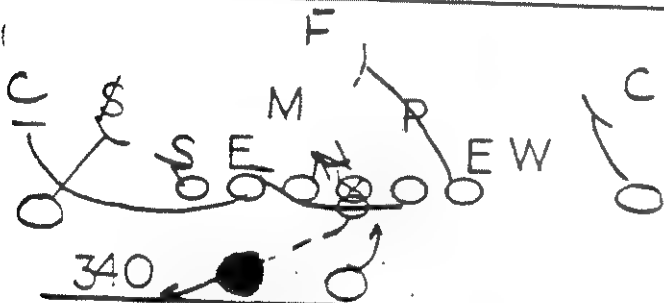
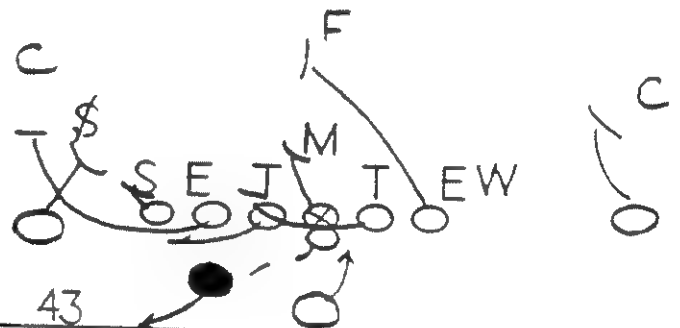
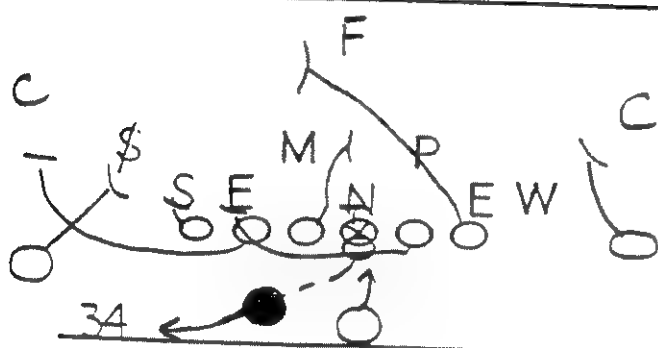


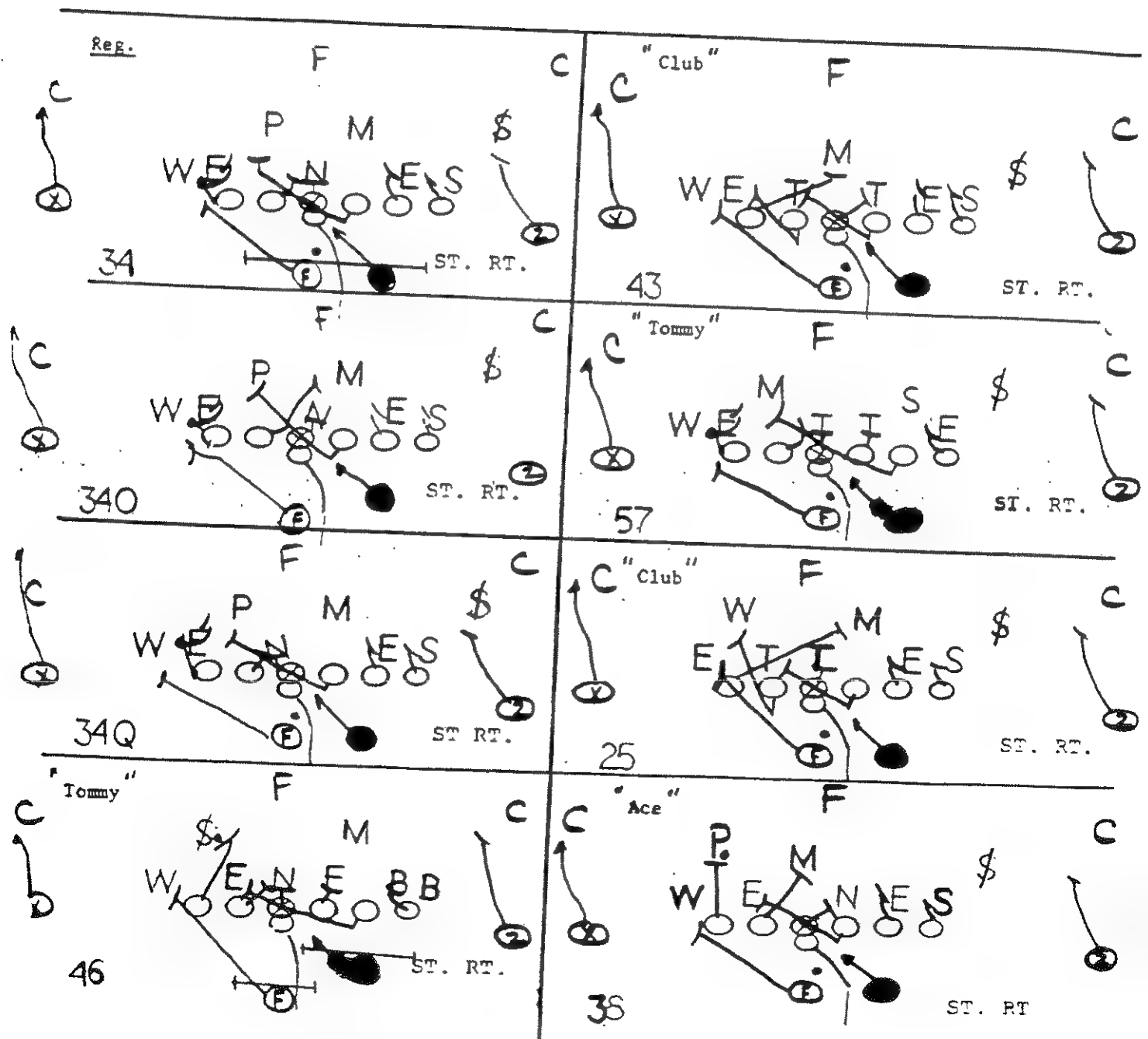
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Teen Series

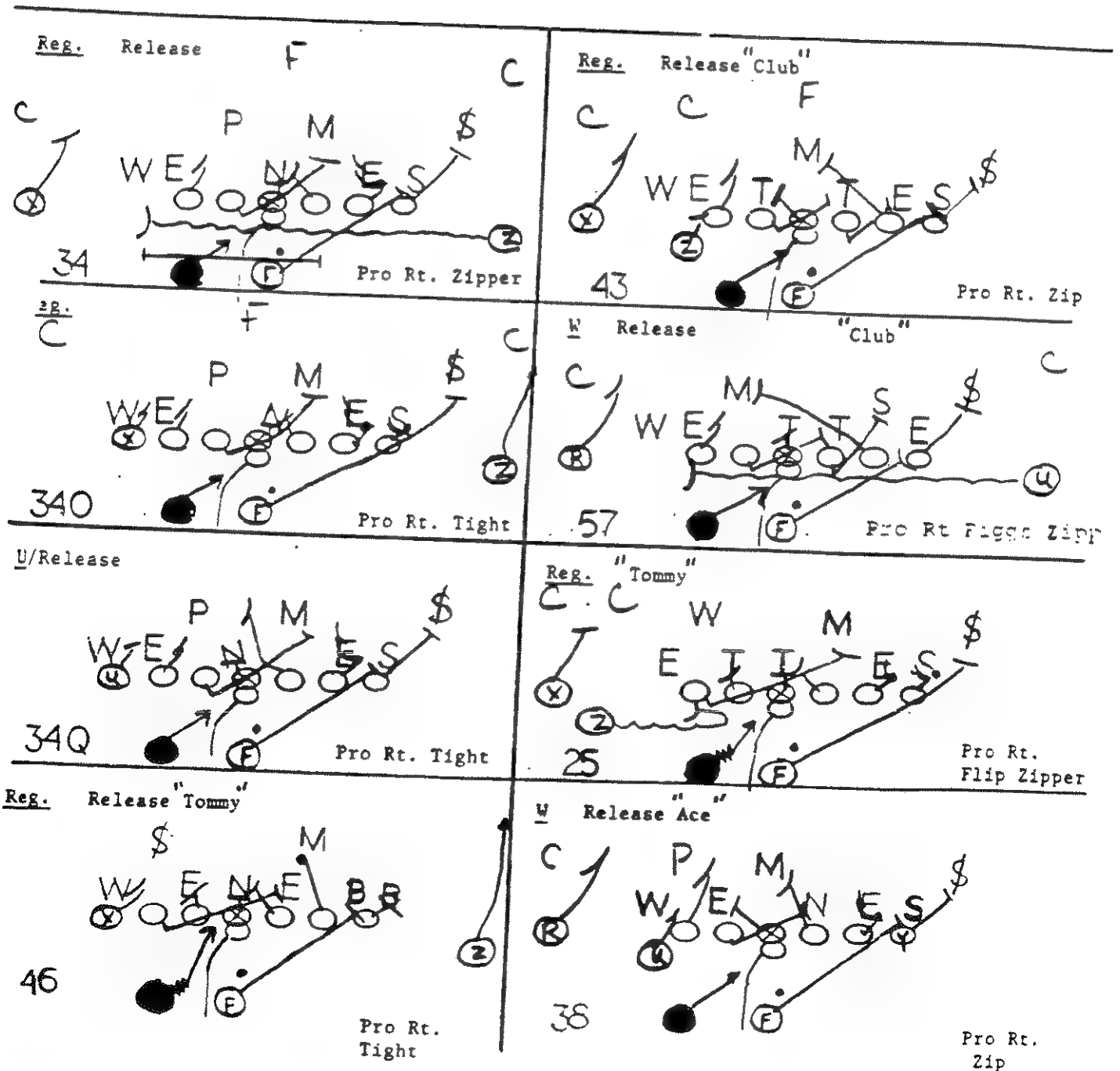
Page 1	-	12-13 Trap Weak
Page 2	-	12-13 Trap Str. Poss. Release
Page 3	-	16-17 Weak: Call/EMOL/Kick /BLUFF
Page 4	-	16-17 Strong: Mike/Boss/Easy/Match /NOTHING /FAN/EXTRA/BOOK
Page 5	-	16-17 BACK WEAK; CALL BACK/KICK BACK
Page 6	-	16-17 BACK STRONG: FAN BACK/BOSS BACK/MIKE EXTRA BACK
PAGE 7	-	18-19 WEAK: CALL/EMOL/KICK
PAGE 8	-	18-19 STRONG: MIKE/BOSS/EASY/ MATCH/NOTHING/EXTRA/BOOK
PAGE 9	-	18-19 DICK STRONG : POSS 30 OR 40 CALL

13 TRAP WEAK

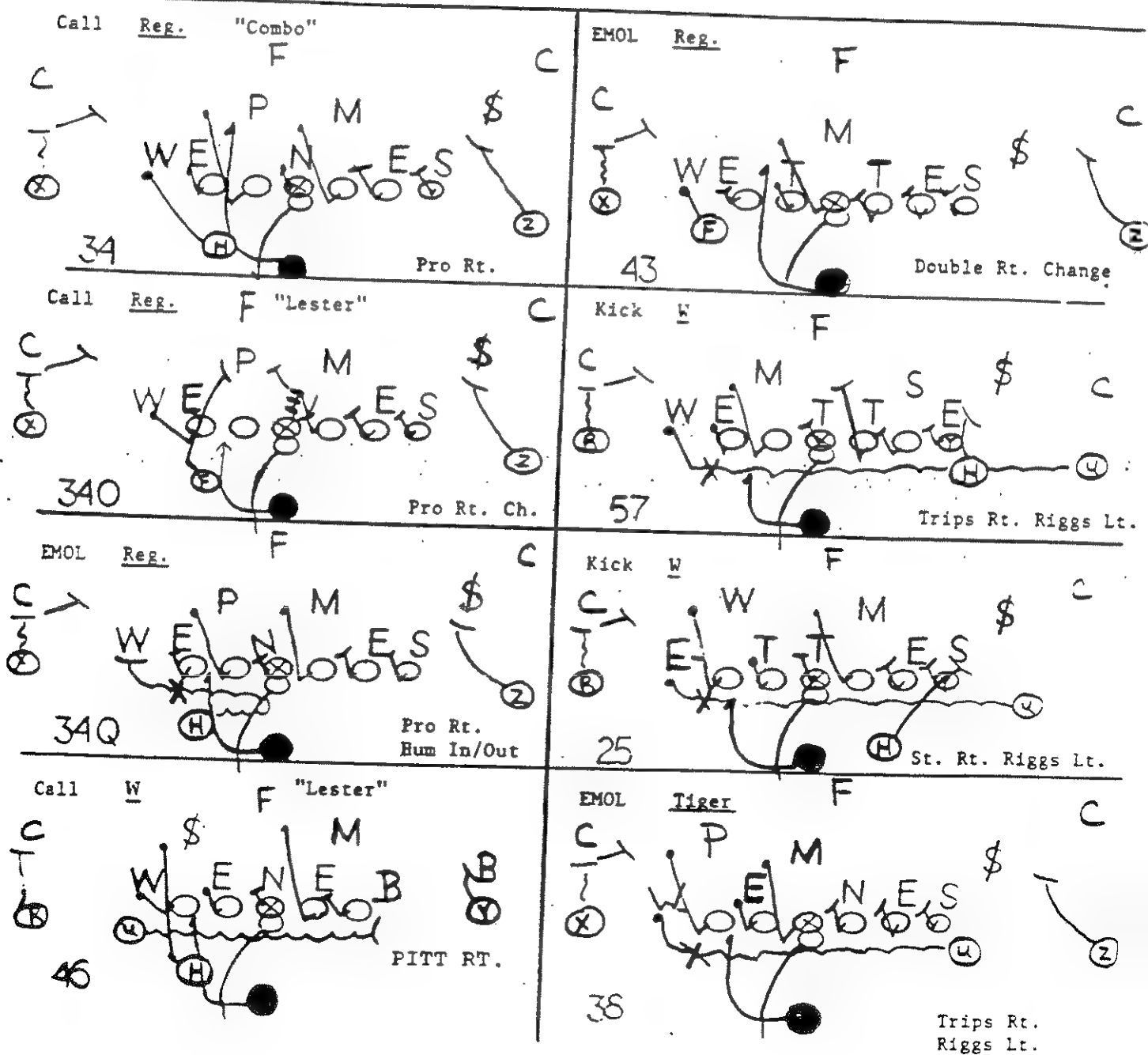
- 1) USE "TOMMY" WHEN CENTER-BACKSIDE GUARD COVERED
- 2) VS. BUBBLE ONSIDE-TACKLE SHOW OUTSIDE HEAD THEN TWIST HIM OUT
- 3) ON "CLUB"- OFFENSIVE TACKLE BLOCK THE INSIDE LB. AS IF HE WERE GOING TO BLITZ
TAKE A BIG SPLIT AND GET ON THE BALL



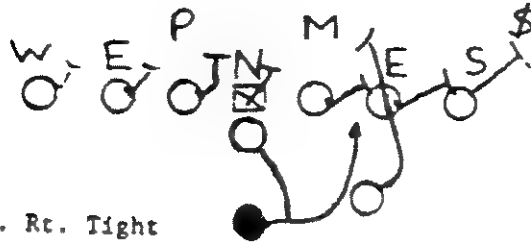
- 1) NEED A BACKSIDE BLOCK
- 2) SAME AS 12-13 TRAP WEAK
- 3) ON "CLUB"-OFFENSIVE TACKLE BLOCK THE INSIDE LB. AS IF HE WERE GOING TO BLT TAKE A BIG SPLIT AND GET ON THE BALL



- 1) "CALL"- MAKE A CALL. (ONside TACKLE OR QB) "COMBO OR LESTER"
- 2) "EMOL OR KICK"- SOMEONE OTHER THAN THE FRONTSIDE TACKLE HAS THE END MAN
- 3) THE BACK MUST STRETCH IT. DONT MAKE THE CUT UNTIL YOU ARE INTO THE LOS
- 4) THE ONSIDE COVERED LINEMEN USE A DROP STEP OR A TUFF STEP TECH
- 5) THE UNCOVERED LINEMEN USE A BUCKET STEP. THEY WILL ONLY PUT 1 HAND OUT UNLESS THEY READ FAST FLOW- 2 HANDS. THEY ONLY LOOK AT THE LB
- 6) WHEN COVERED ON THE BACKSIDE THE BLOCKERS USE A RIP TECH WITH A BUTT BLOCK
- 7) THE MORE THE POTENTIAL CUTBACK, THE DEEPER THE BACK LINES UP
- 8) ON THE FRONTSIDE THE BLOCKERS MUST NOT TWIST EM OUT TOO SOON. THE BLOCKERS MUST COVER UP ALL OF THE DEFENDERS SO THERE IS NO JERSEY SHOWING
- 9) MOTION MUST BE SNAPPED AT THE OUTSIDE LEG OF THE OT
- 10) THE FRONTSIDE TACKLE AND MOTION MAN ON EMOL OR KICK MUST USE "TEAM-ME" OR "RUB" TECHNIQUES VS. A "T" BUBBLE EVEN THOUGH THE BLOCKER IS IN MOTION. THE FRONTSIDE TACKLE BLOCKS AS IF THERE WERE A BLOCKER LINED UP TO HIS OUTSIDE.
- 11) ALL MUST USE OUTSIDE HEAD POSITION

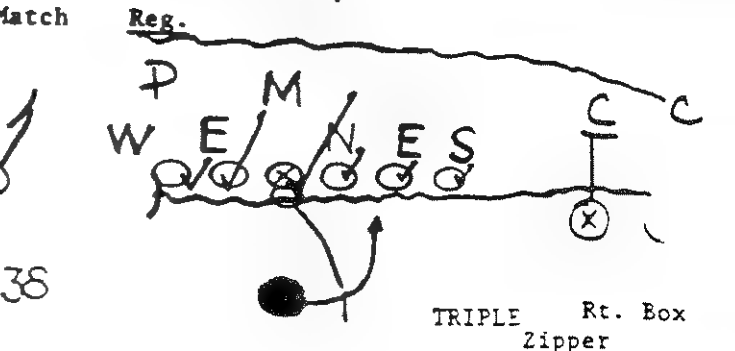
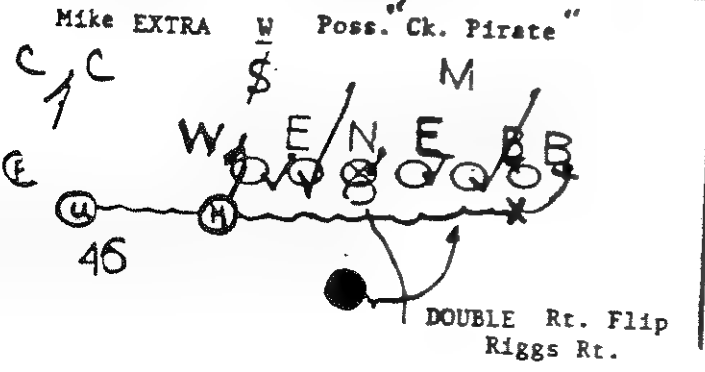
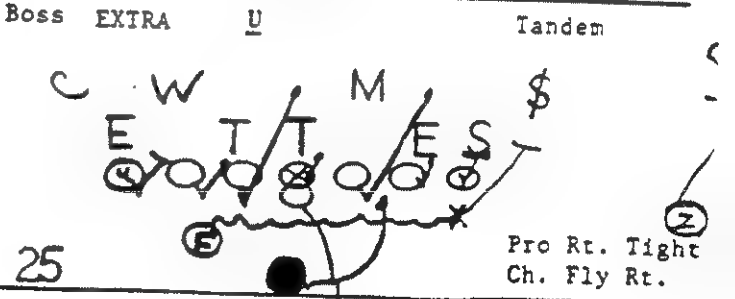
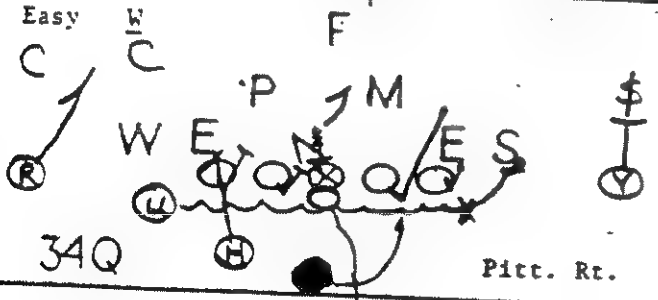
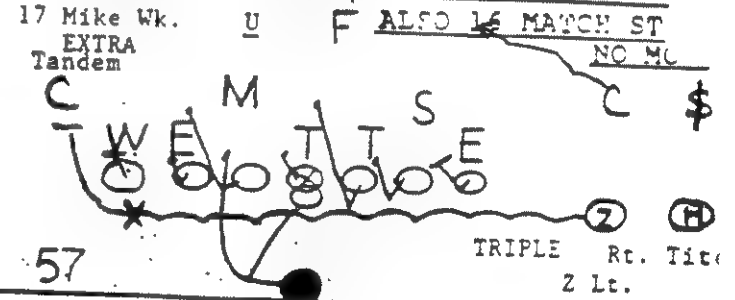
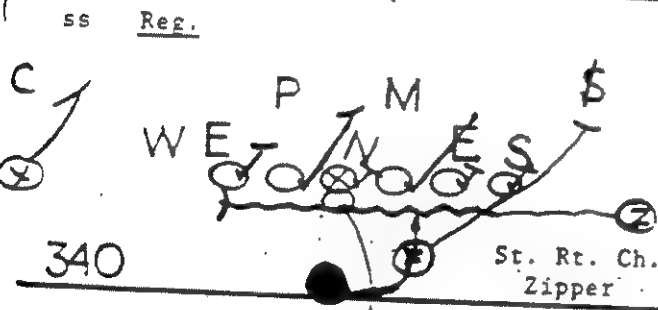
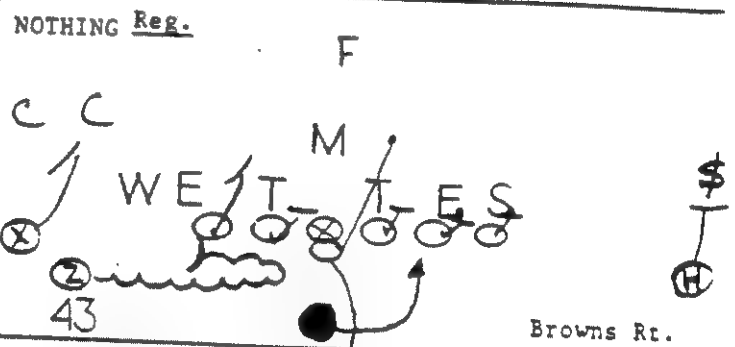
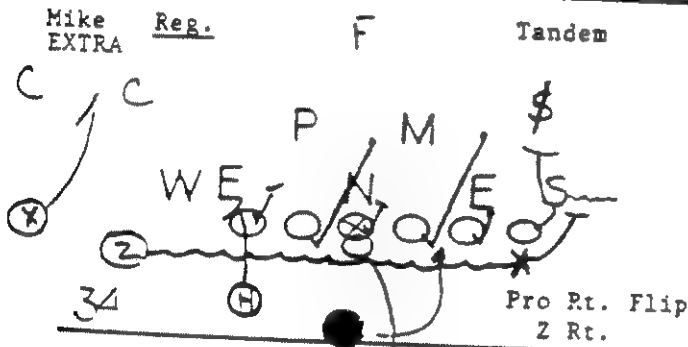
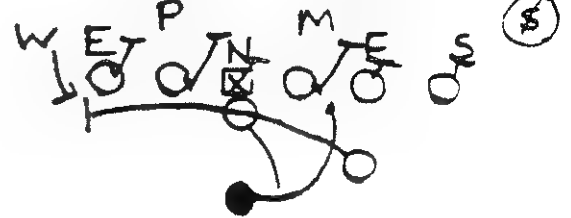


- 1) Need a BS Block.
- 2) The frontside tandem motion must be snapped at the inside leg of the right end.
- 3) Use the same rules as 16-17 Weak, except no "Call."
- 4) If the nose is grabbing, the center the backside guard must use a 2-handed tec
- 5) 16-17 Fan-Ralph-Lester with Y release.

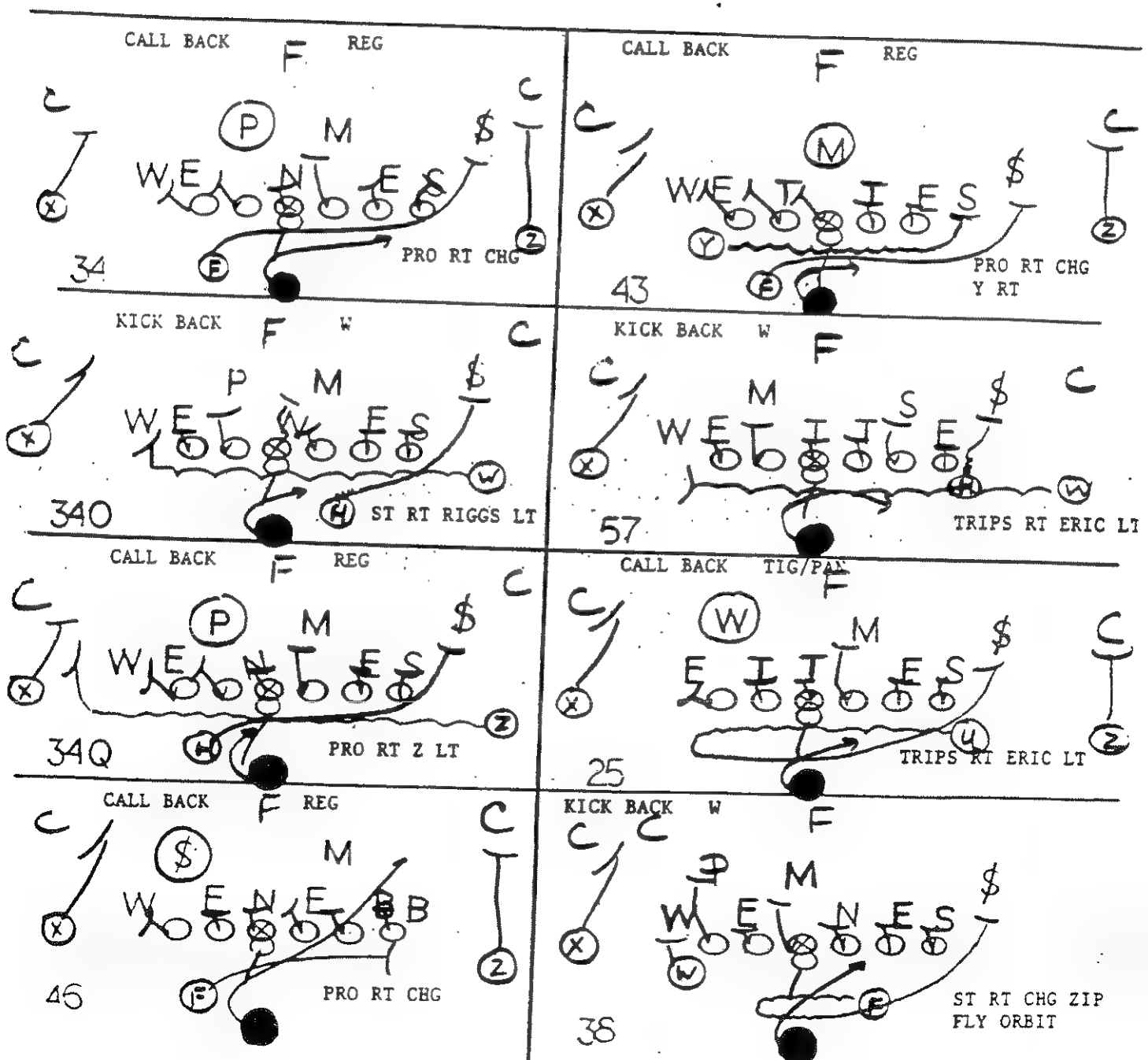


U-St. Rt. Tight
16 Fan

- 6) 16-17 Book = Strong form and lead back blocks zip. Book force.

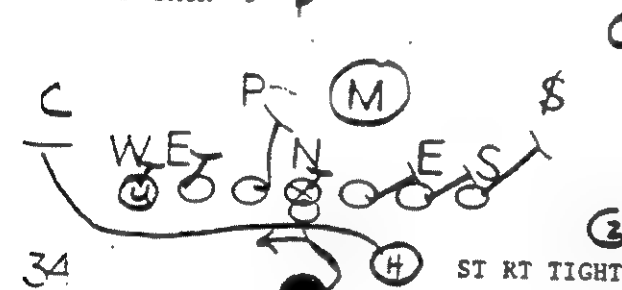


- 1) BACK MEANS WE START THE INITIAL 16-17 ACTION WEAK BUT IT IS A PREDETERMINED CUTBACK STRONG
- 2) THE RUNNER READS THE BACKSIDE END FOR HIS CUT
- 3) ON CALL BACK WE WILL FAN A FRONTSIDE BUBBLE LOOK AND BOOK THE INSIDE LB. AGAINST A STRAIGHT 43 WE WILL USE LUCKY RINGO TECHS. BOOKING THE MIKE
- 4) THE BOOKED LBS ARE CIRCLED BELOW

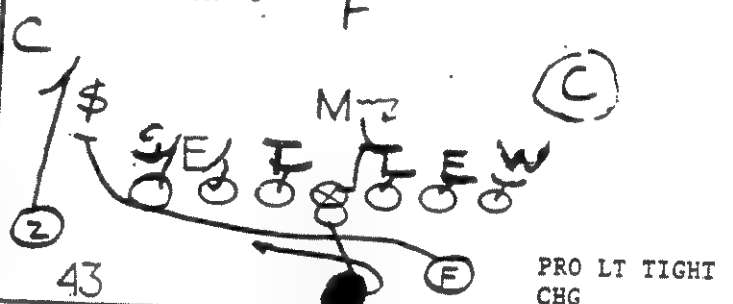


- 1) BACK STRONG MEANS WE START THE INITIAL 16-17 ACTION STRONG BUT IT IS A PREDETERMINED CUTBACK WEAK
- 2) WE SHOULD MAJOR IN FAN BACK VS A BUBBLE LOOK ONSIDE. VS A 43 LOOK USE BOSS BAC
- 3) ON FAN BACK WE BOOK THE INSIDE LB ONSIDE. ON BOSS BACK WE BOOK THE FORCE MAN

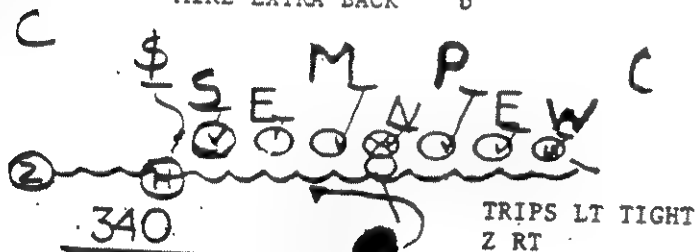
FAN BACK U F



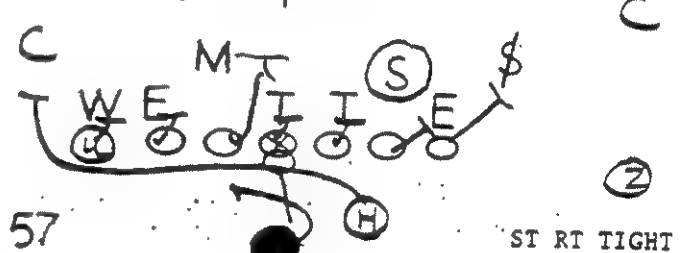
BOSS BACK U F



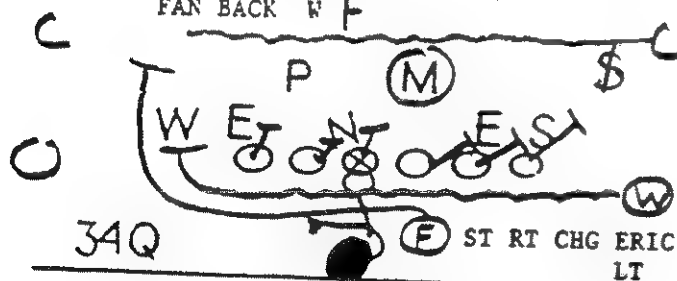
MIKE EXTRA BACK U



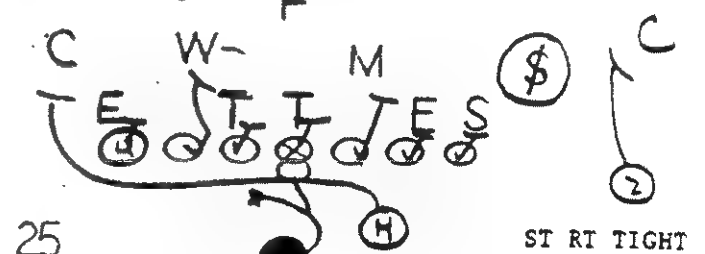
FAN BACK U F



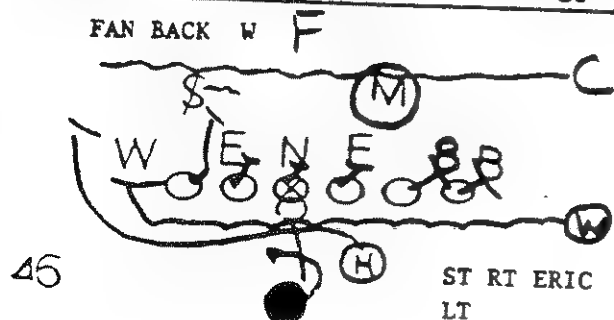
FAN BACK W F



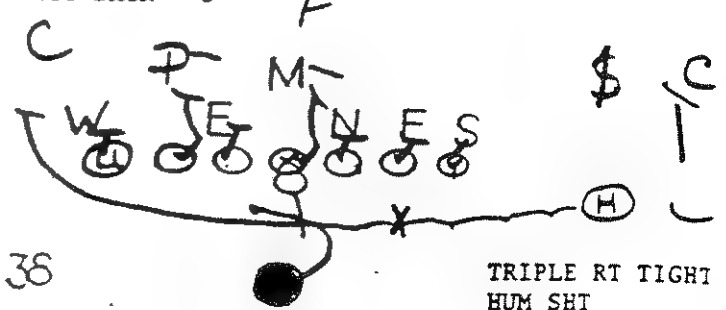
BOSS BACK U F



FAN BACK W F

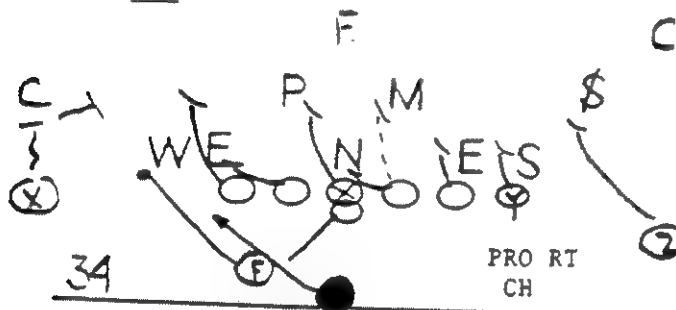


BOSS BACK U F

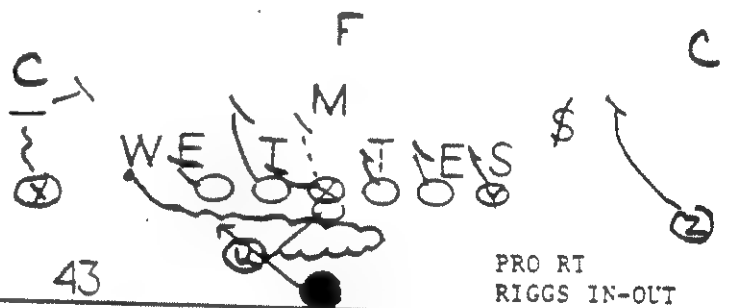


- 1) "CALL"- MAKE A CALL. (ONSIDE TACKLE OR QB) "TIGHT OR LESTER"
- 2) NOT AS GOOD A PLAY AS 16-17 AGAINST A WIDE PLAYING DE OR A HARD CHARGING OUTSIDE LB
- 3) THE FRONTSIDE TACKLE AND MOTION MAN ON EMOL OR KICK MUST USE "PONY" OR "RUB" TECHNIQUES VS. A "T" BUBBLE EVEN THOUGH THE BLOCKER IS IN MOTION. THE FRONTSIDE TACKLE BLOCKS AS IF THERE WERE A BLOCKER LINED UP TO HIS OUTSIDE.
- 4) THE FRONTSIDE BLOCKING TECHNIQUE USED VS. DOWN LINEMEN BY ALL BLOCKERS EXCEPT THE MAN BLOCKING THE EMOL IS A RIP OR HANDS TECH.
- 5) THE EMOL BLOCKER MUST USE OUTSIDE HEAD AND NOT TWIST EM TOO SOON AS HE IS RIGHT AT THE POINT OF ATTACK.
- 6) ALL UNCOVERED MEN, FRONT OR BACKSIDE USE A CROSSTEP TECH TO OVERTAKE THE DOWN DEFENDER, KEEPING THE EYES ON THE DOWN MAN
- 7) ON THE BACKSIDE WHEN COVERED BY DOWN LINEMEN ALL USE 8-9 HOLE RIP THEN BUTT BLOCK
- 8) THE ANGLE OF THE FRONTSIDE BLOCK IS VERY IMPORTANT.
- 9) A SLANTING IN 2 TECH SHOULD NOT MAKE THE PLAY

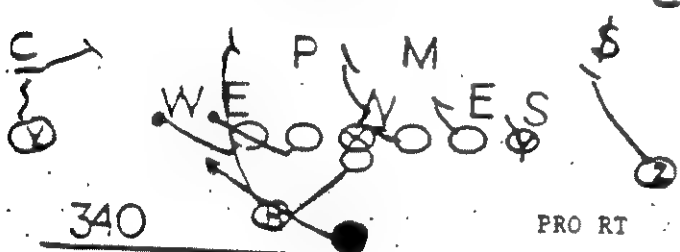
CALL REG "TIGHT"



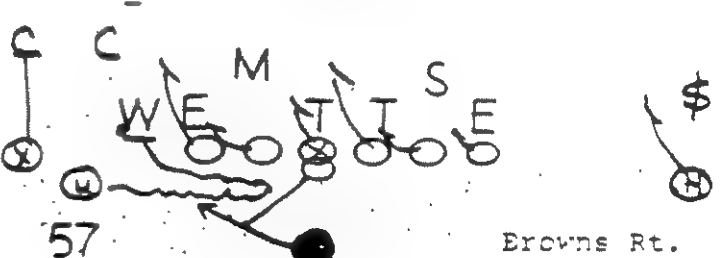
EMOL - TIG/PAN



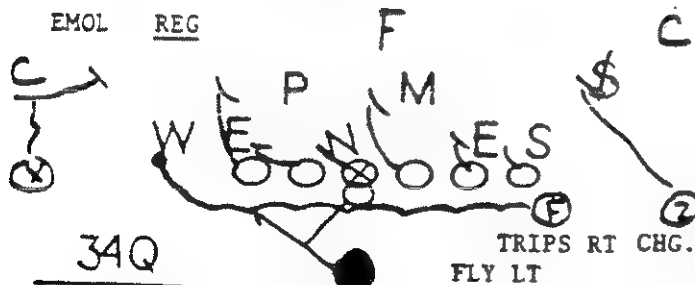
CALL REG "LESTER"



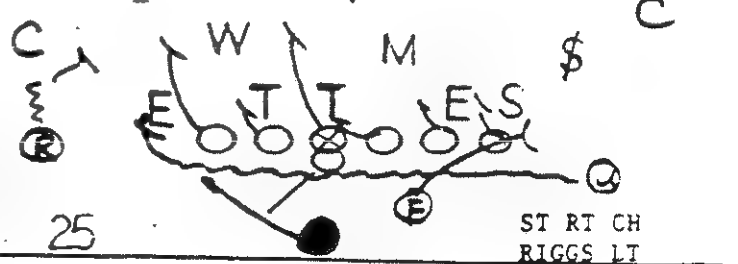
KICK W



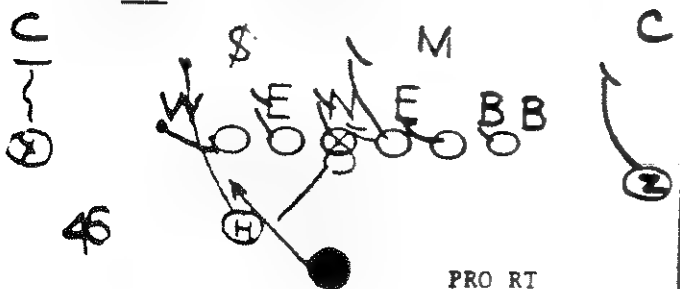
EMOL REG



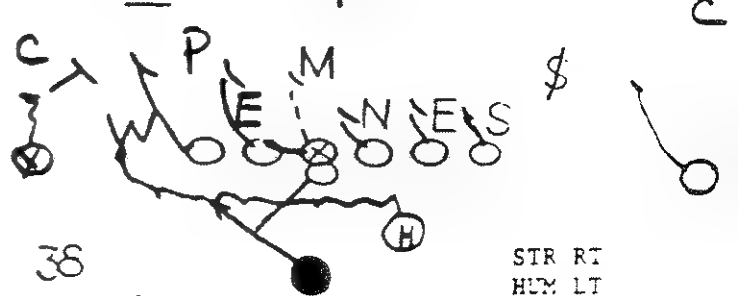
KICK - W



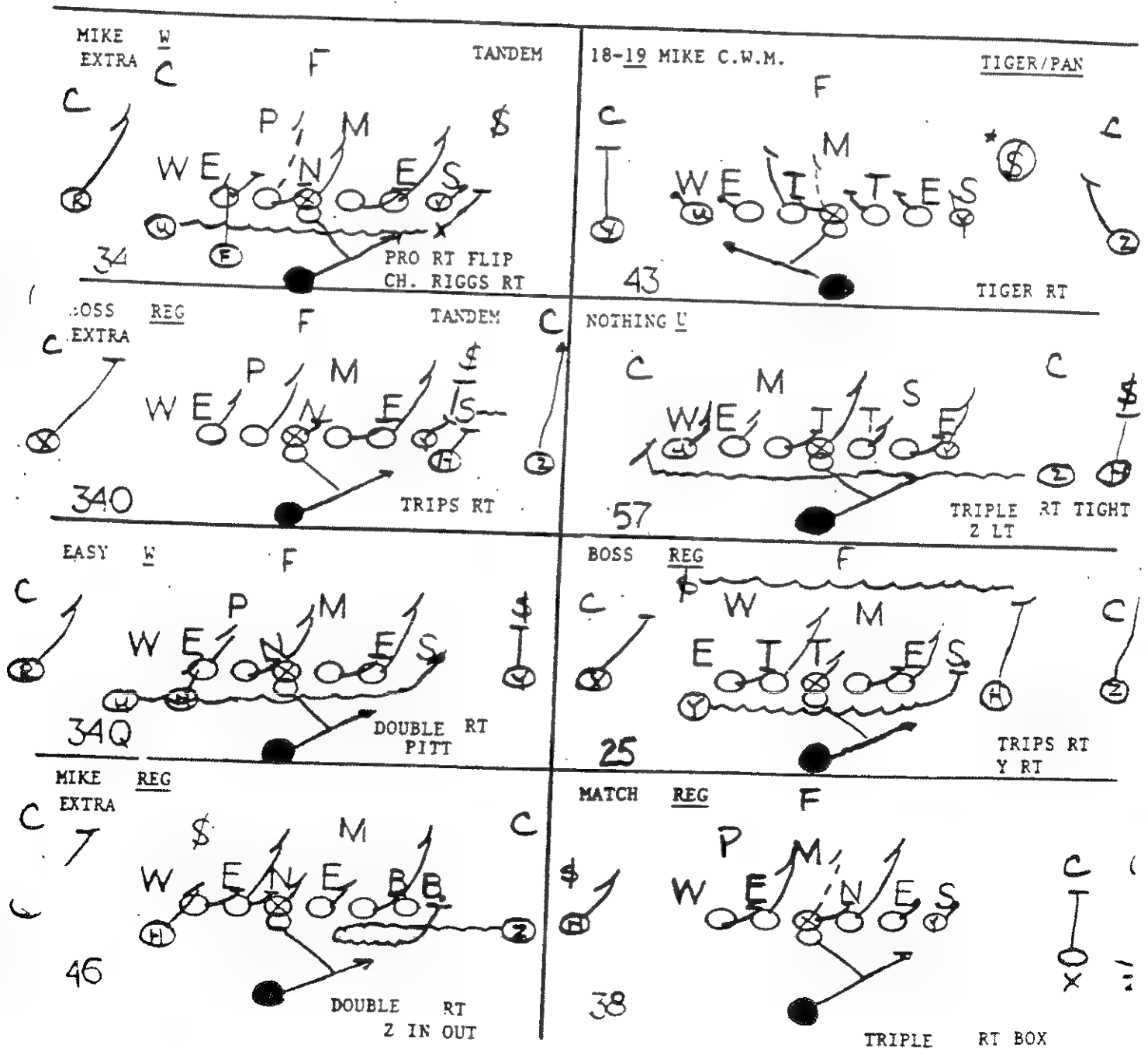
CALL REG "LESTER"



EMOL REG



- 1) THE TANDEM BLOCK IS VERY IMPORTANT HERE, AS THE DOUBLE TEAM FOR THE OUTSIDE LB AND \$ CREATES BIG MOVEMENT AT THE POINT OF ATTACK. THE BACK IS RUNNING RIGHT AT THE TANDEM. LET THE MOTION GET WIDE ENOUGH
- 2) SAME RULES AS 18-19 WEAK EXCEPT NO "CALL"
- 3) NOT AS GOOD AS 16-17 VS. A WIDE PLAYING DE. (4-3) DEFENSE. THE BALL IS GOING RIGHT AT THE POINT WHERE THE OFFENSIVE TACKLE DOESNT HAVE A GOOD POWER ANGLE
- 4) THIS IS A GOOD PLAY VS. A "T" BUBBLE (SOFT SPOT)
- 5) ON THE TE- TACKLE PONY, THE TIGHT END WILL GET A LITTLE MORE OF THE EMOL THAN THE TACKLE WOULD FOR THE GUARD VS. A BUBBLE OVER THE GUARD
- 6) THE FRONTSIDE BLOCKING TECHNIQUE USED VS. DOWN LINEMEN BY ALL BLOCKERS EXCEPT THE TE IS A RIP OR A HANDS TECH.
- 7) THE TIGHT END WILL USE OUTSIDE HEAD POSITION AND DONT TWIST HIM OUT TOO SOON BECAUSE YOU ARE RIGHT AT THE POINT OF ATTACK
- 8) A SLANTING IN 2 TECH SHOULD NOT MAKE THE PLAY



- 1) We used with Y Personnel in 1989.
- 2) Z Motion set up 17-19 Mike Extra Weak.
- 3) Dick gives us a Double TEam by two T.E.'s on the EMOL to the first ISLB.
- 4) Tackle always blocks down vs. "T" Bubble.
- 5) Vs. a 4-3 Look we will use "30" or "40" blocking. "30" means the center can reach the DT and keep the Dick on. "40" means the center will block the MLB and the OT and TE will block down.
- 6) We must use a down call vs. A walk up LB over the guard.

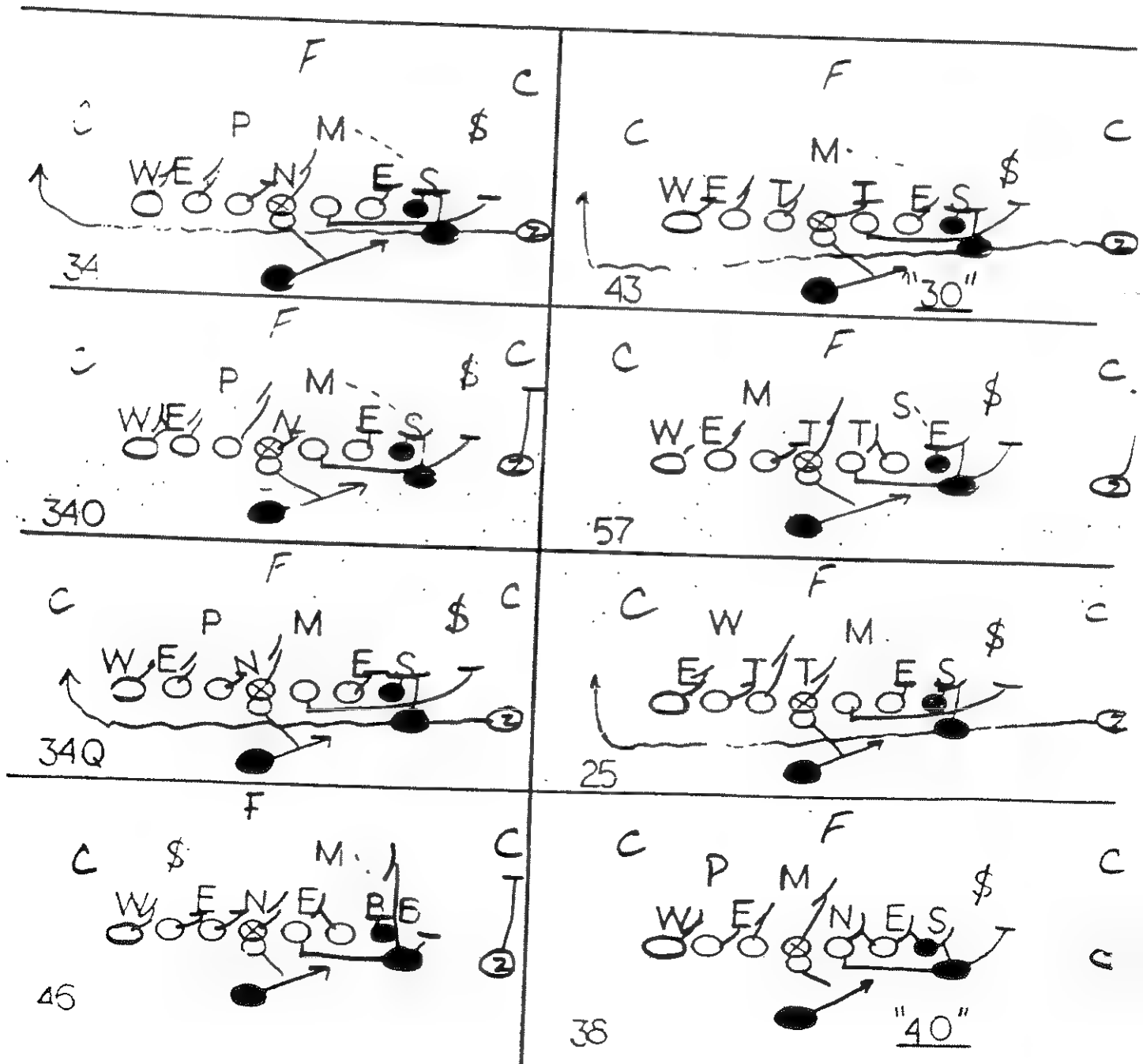
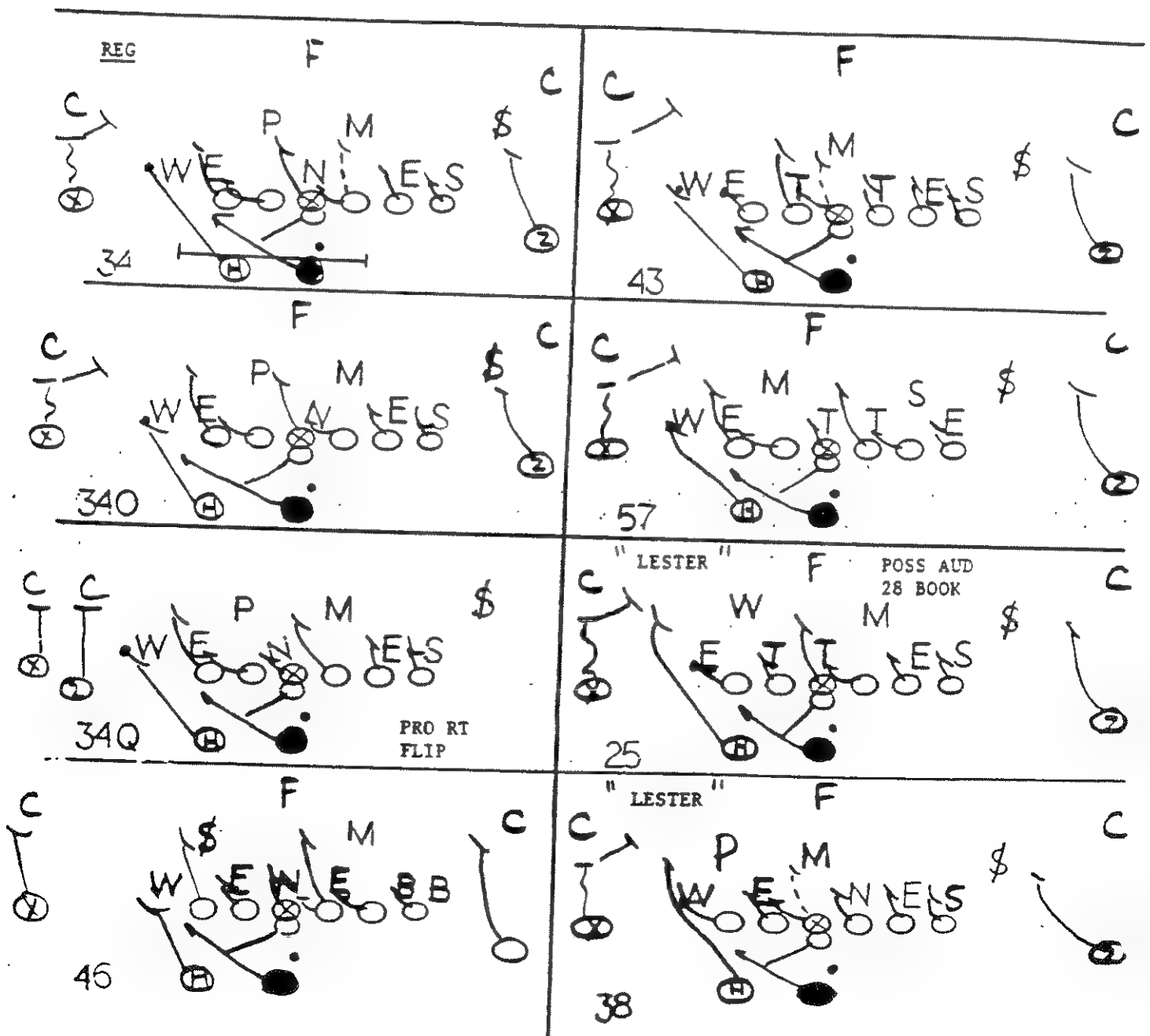


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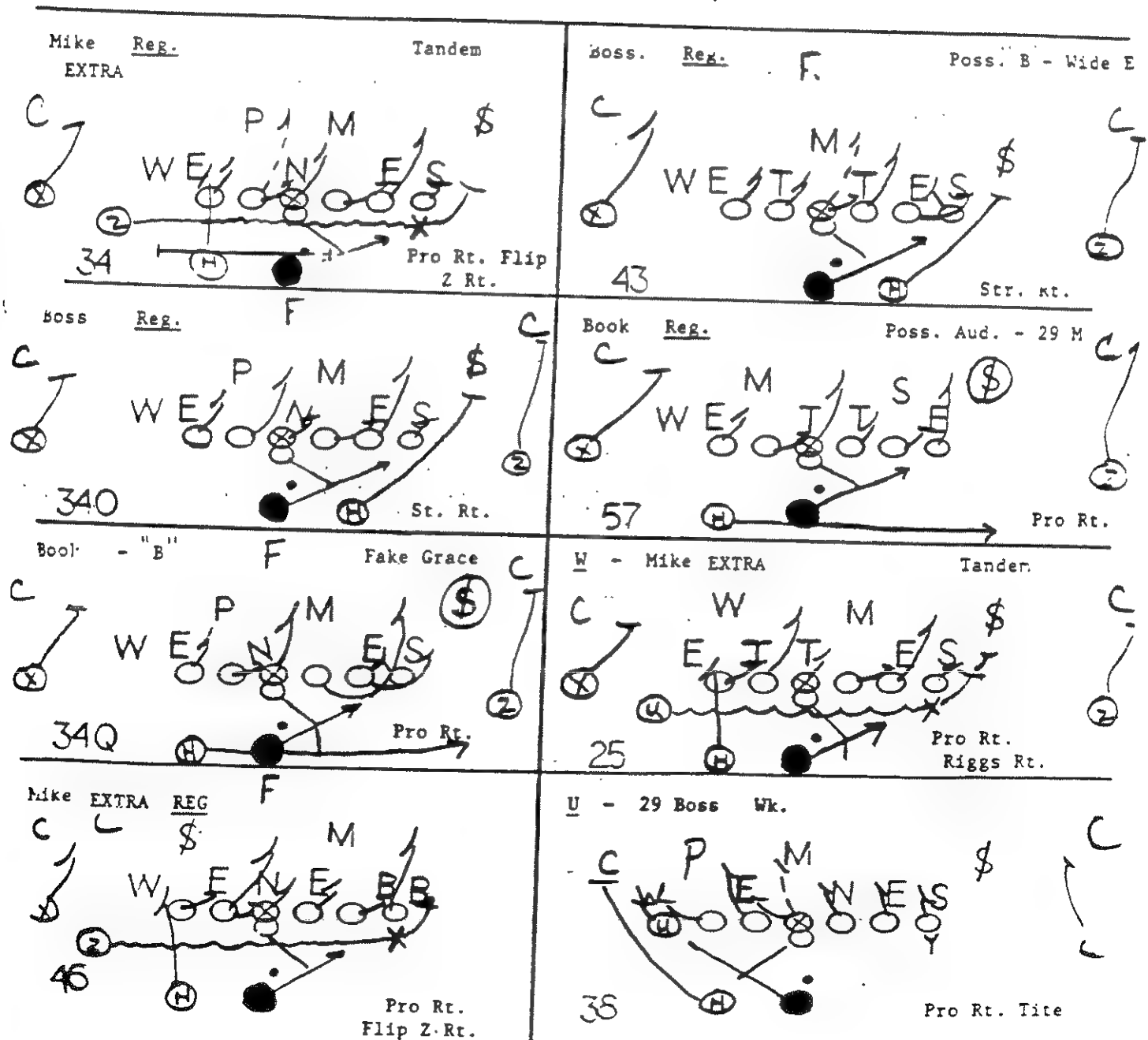
20 Series

Page 1	-	28-29 M Weak: Poss. Match/Poss. Aud.
Page 2	-	28-29 Strong: Mike/Boss/Book/NOTHING/EXTRA
Page 3	-	HB-28-29 George Weak: Vs. Reduced Only/Poss. Aud./ GOOD VS WIN HIP
Page 4	-	HB-28-29 Grace Strong/Poss. B/Poss. Zorro/ POSS CK "G" VS BEARS
Page 5	-	HB-22-23 GRACE STRONG VS 43 DEF

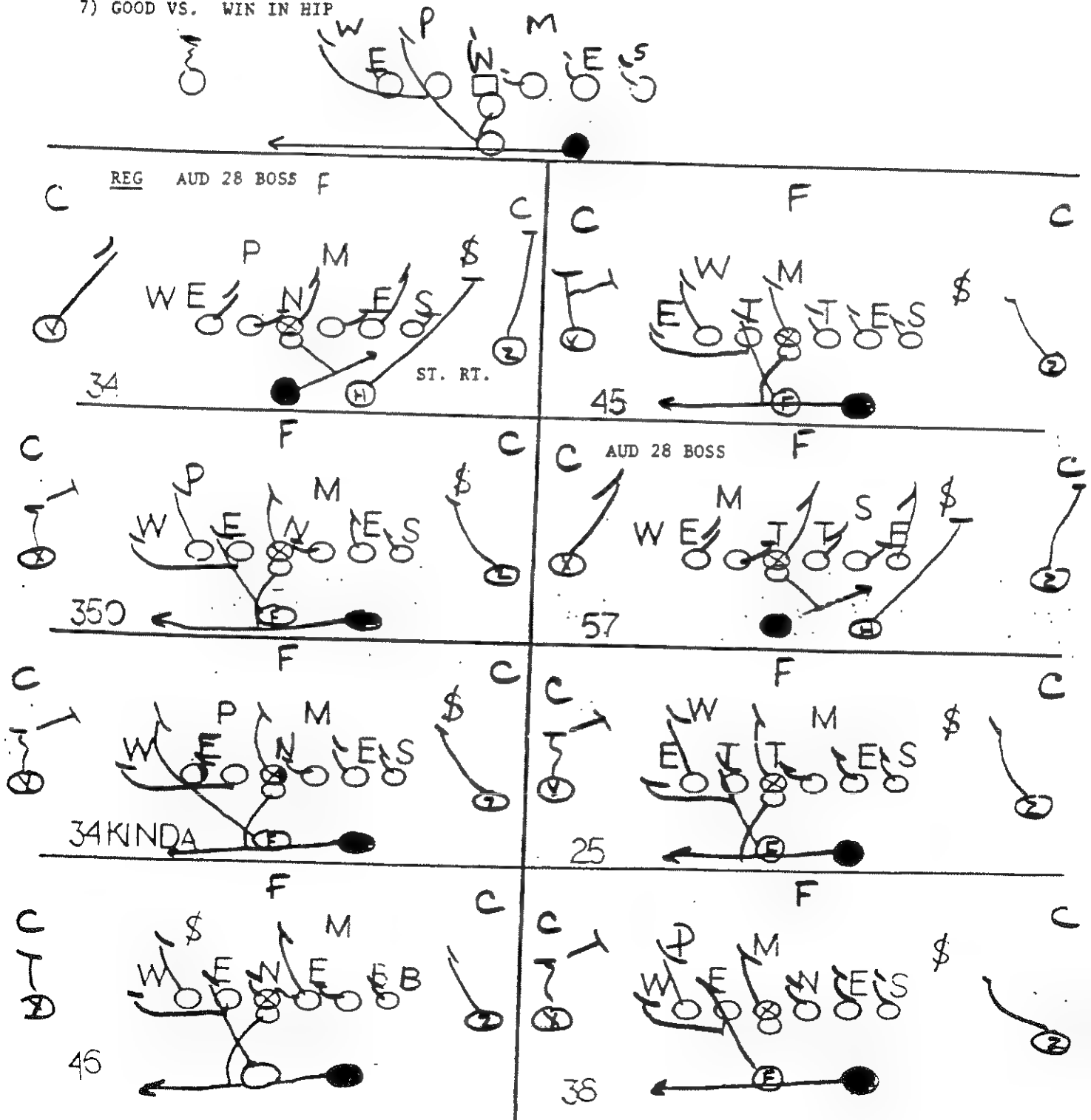
- 1) THIS IS GENERALLY AN AUDIBLE USED WITH BALANCED PRO BACKS
- 2) THIS IS ONLY A GOOD PLAY VS A DE THAT IS NOT WIDE AND AN OUTSIDE LB WHO IS NOT CRASHING
- 3) THIS IS A GOOD PLAY VS CLOSE EMOLS IN A REDUCED DEFENSE
- 4) THIS IS GENERALLY A CARI
- 5) BLOCKERS USE 18-19 HOLE BLOCKING
- 6) LESTER BLOCKING VS A "T" BUBBLE REALLY CONSTRICTS THE HOLE. GAME PLAN MAY PUT HB ON EMOL OR AUDIBLE THE OTHER WAY
- 7) THE FULLBACKS ANGLE IS NOT CONDUCTIVE TO CUTTING BACK.
- 8) THE PLAY IS NO GOOD WHEN THERE IS ANY PENETRATION OUTSIDE THE FRONTSIDE TACKLE AREA AS THIS IS A MUCH SHARPER POINT OF ATTACK THAN 18-19
- 9) USED AS A CHECK AWAY FROM THE BLITZ OR REDUCED AS THE END AND OSLB ARE SOFTER



- 1) THIS MAY BE AN AUDIBLE
- 2) THIS PLAY IS NOT GOOD VS A WIDE DE. (16-17, 18-19) BETTER
- 3) THIS PLAY IS USED WITH STRONG BALANCED BACKS IN SOME COMBINATION WITH 29 GEORGE, OR 13 TRAP WEAK
- 4) THE MOTION MAN FRONTSIDE MUST GET WIDE ENOUGH TO GET A GOOD TANDEM. THIS PLAY HITS SHARP AND FAST AT THE TE AREA
- 5) 28-29 BOOK FROM FRO FORMATION FITS WITH HB 28 GRACE WITH B BLOCKING
- 6) USE THE SAME RULES AS 18-19 HOLE BLOCKING STRONG

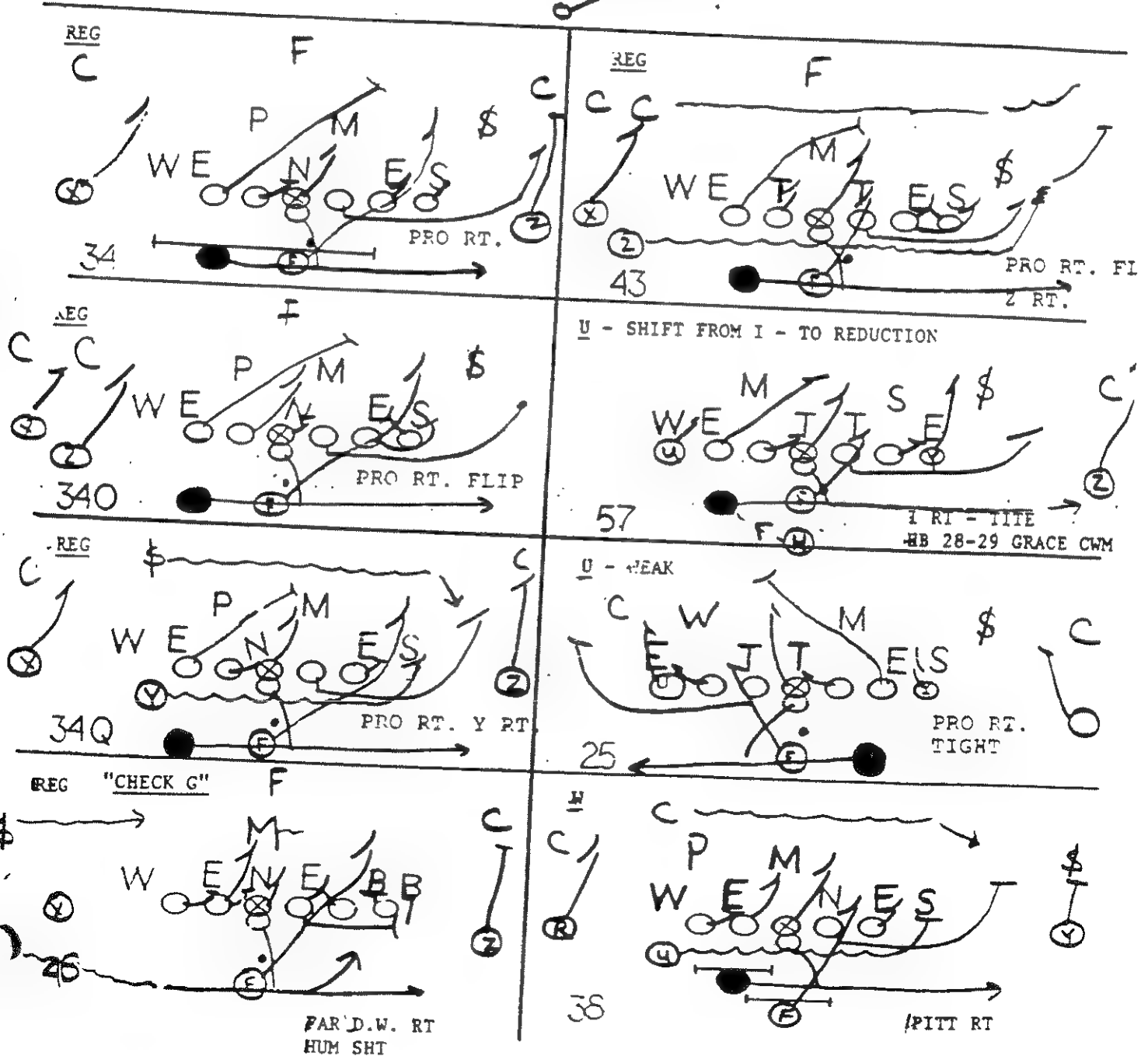


- 1) THIS IS ALWAYS AN AUDIBLE OR A CHECK
- 2) THIS PLAY IS ONLY GOOD WHEN THE WEAKSIDE DE IS INSIDE, IS GOING INSIDE OR VS. A "T" BUBBLE
- 3) THIS GIVES US SOMETHING WEAKSIDE FROM STRONG BALANCED BACKS
- 4) THIS PLAY USUALLY FITS WITH 28 BOSS AS A CHECK
- 5) THE TOUGH BLOCK IS FOR THE X TO HOLD THE BLOCK ON THE WEAKSIDE FORCE
- 6) IF THE WEAKSIDE EMOL IS CLOSE TO THE FRONTSIDE TACKLE, THE TACKLE MAY REACH HIM AND MAKE A "RUB" CALL TO THE PULLING GUARD
- 7) GOOD VS. WIN IN HIP



- 1) THIS IS A PLAY GENERALLY FROM PRO BALANCED BACKS, BUT REALLY HELPS THE 16-17, 18-19 PACKAGE WHEN RUN FROM STAGGERED PRO BACKS
- 2) THIS PLAY IS NO GOOD VS A WIDE OUTSIDE LB. GET OUT OF THE PLAY OR TREAT THE OSLE THE PULLING GUARDS MAN AND RELEASE THE TIGHT END INSIDE FOR THE SECONDARY
- 3) THIS IS USED WITH FOX 2 DRAW AS AN AUDIBLE VS. A "T" BUBBLE
- 4) USE 28 B BOOK TO HELP THE PLAY
- 5) USE WITH FAR DOUBLE WING, HUM SHORT

- 6) POSS. CHECK "G" VS. BEARS LOOK TO SEAL PENETRATION OF THE 3 TECH. THE OT BLOCKS DOWN AND THE FB BLOCKS THE INSIDE LB. NORMALLY ON GRACE THE FB BLOCKS THE 3 TECH AND THE OT PONY'S WITH THE TE FOR THE INSIDE LB. SEE BOTTOM LEFT DIAG.



THIS PLAY IS GOOD WHEN WE BLOCK HB 28 GRACE VS A 43 WITH TAKE BLOCKING THEN RUN HB 22 GRACE WITH THE SAME BLOCKING

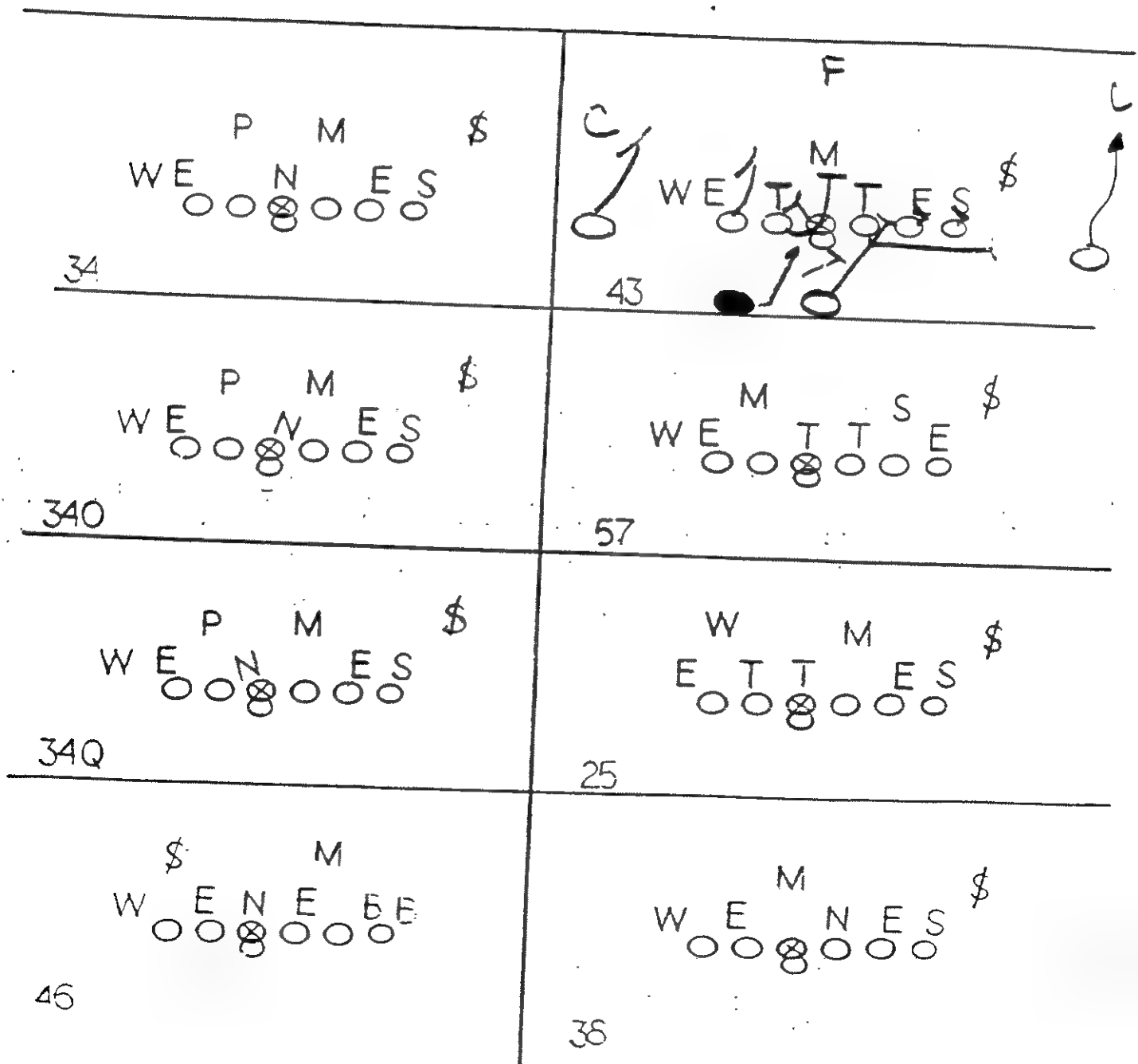
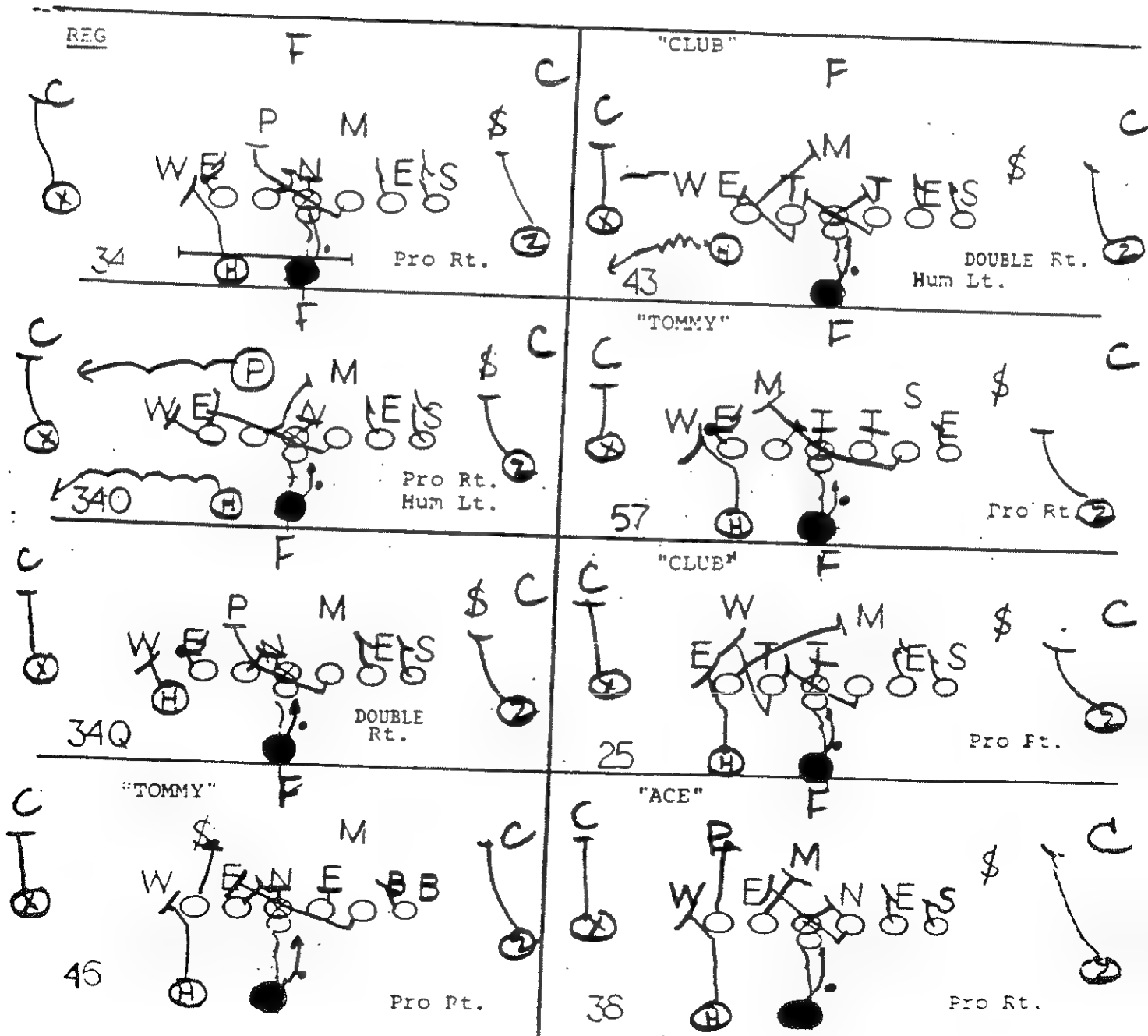


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30 Series

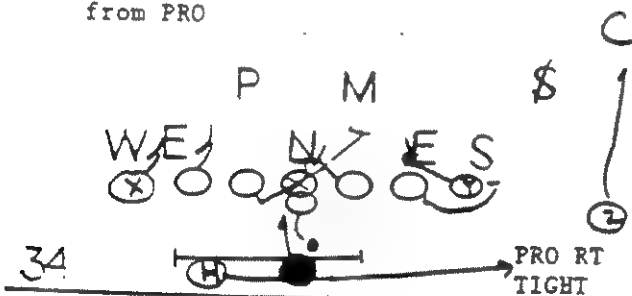
Page 1	-	32-33 Trap Weak: Poss. Hum Motion
Page 2	-	32-33 Trap Strong: Poss. B.
Page 3	-	38-39 Counter Strong: Poss. SWITCH/POSS BOSS
Page 4	-	38-39 Counter Dick
Page 5	-	34-35 OTTO SWITCH. ONLY GOOD VS REDUCED
Page 6	-	34-35 JAB Weak: Only good vs. Reduced

- 1) THIS IS A QUICK HITTER
- 2) THIS FITS WITH PRO BALANCED BACKS
- 3) USE HB MOTION TO DRAW PEG OR WIN OUT IF MAN COVERAGE
- 4) WE DONT RUN THIS PLAY MUCH
- 5) USE "TOMMY" WHEN CENTER AND BACKSIDE GUARD ARE COVERED
- 6) VS. BUBBLE FRONTSIDE, TACKLE SHOW OUTSIDE HEAD POSITION THEN TWIST HIM OUT

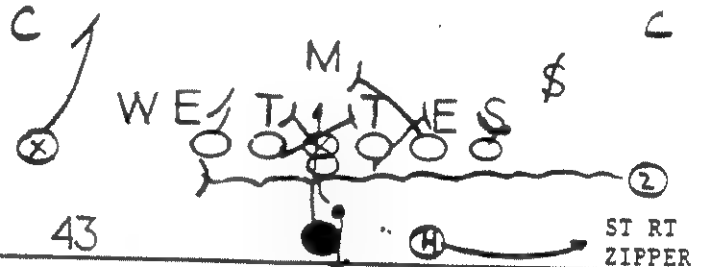


- 1) THIS IS THE BEST QUICK HITTER WE RAN IN 1989
- 2) THIS FITS IN WITH PRO BALANCED BACKS WITH GRACE ACTION OVER THE TOP, USING A FALS
- 3) WE NEED A BACKSIDE BLOCK
- 4) USE "TOMMY" WHEN CENTER AND BACKSIDE GUARD ARE COVERED
- 5) GUARD TRAP DE IF HE RIPS IN BUBBLE FRONT

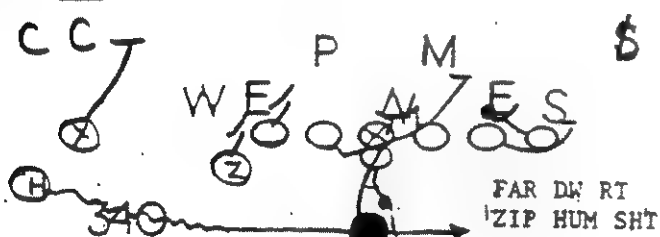
REG (FAKE GRACE/FALSE "B")
from PRO



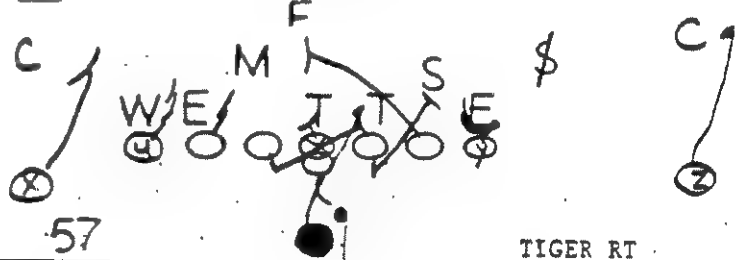
REG (FAKE FLIP) "CLUB"
from STRONG



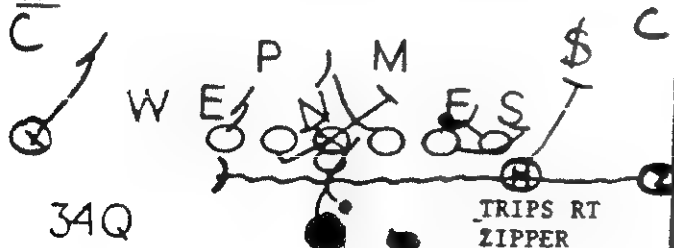
REG FAKE GRACE/FALSE "B"



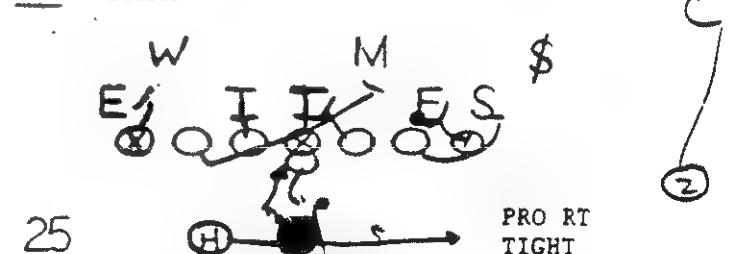
TIG - CWM TO REDUCTION - "EVEN"



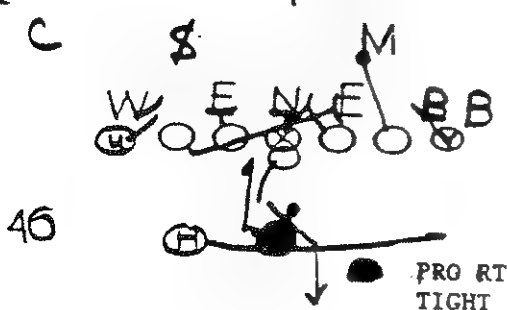
REG FAKE BOSS F FROM TRIPS



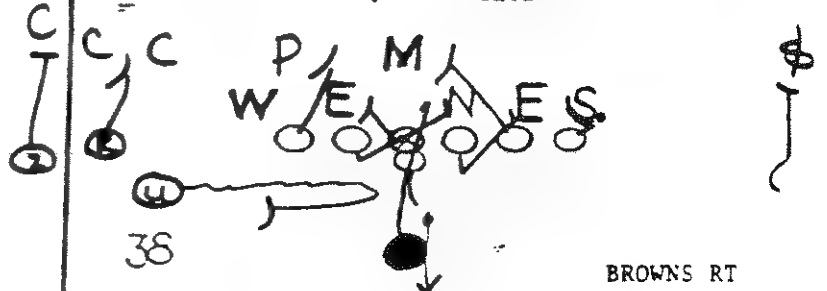
REG "TOMMY"



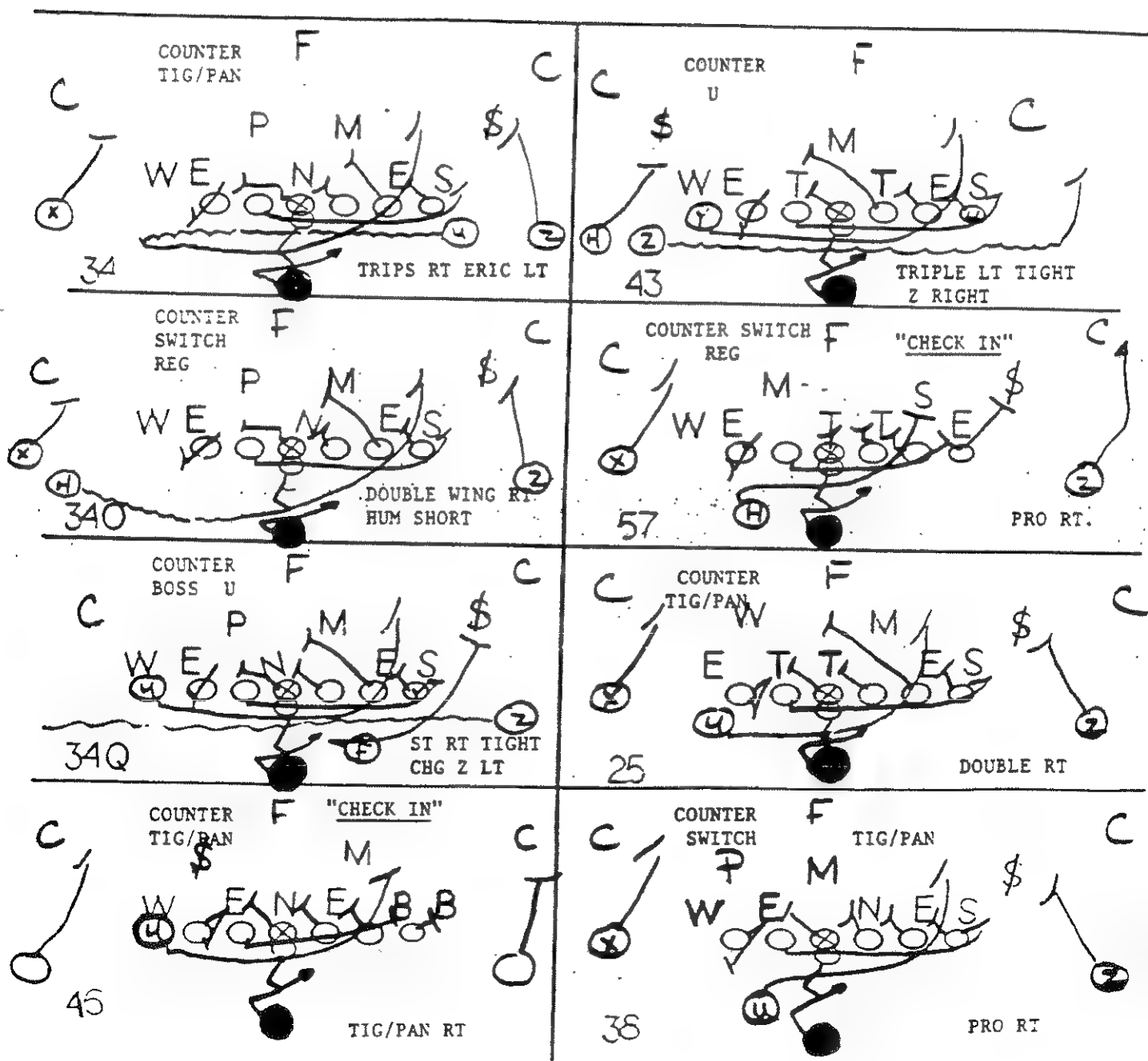
"TOMMY" FAKE GRACE



"CLUB"

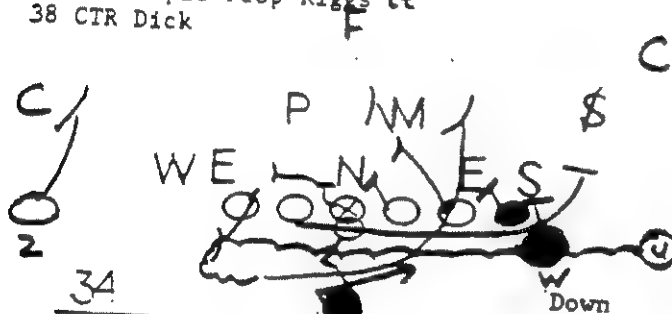


- 1) ON COUNTER BLOCKING Z HAS THE FORCE
- 2) ON COUNTER BLOCKING WE PULL THE OFFSIDE GUARD AND THE TIGHT END.
- 3) IF THE EMOL CLOSES THE GUARD PASSES HIM UP AND SEALS THE INSIDE LB.
THE TIGHT END WILL THEN BLOCK THE EMOL AS HE RECOVERS.
- 4) ON COUNTER SWITCH WE PULL THE OFFSIDE GUARD AND BACK FROM THE PRO POSITION.
- 5) WE USE "CHECK IN" OR "CHICKEN" VS. A T BUBBLE ONSIDE. THIS CHANGES THE
PLAY TO 4-5 HOLE BLOCKING AND THE TE RELEASES FOR FORCE.
- 6) THE FRONTSIDE GUARD AND TACKLE WILL USE GAP IT BLOCKING VS. A DOUBLE LOOK.
- 7) VS. A TRIPLE THE FRONTSIDE GUARD AND TACKLE WILL USE HIPITY HOP OR CHOKE TECHS.

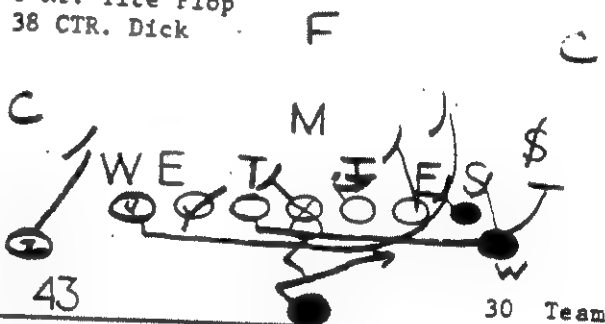


- Best from Y Formation
- Dick for middle to far LB. for movement
- 3) Only Dick vs. T Bubble - No check in
- 4) No T Bubble - Block 38 - 39 CTR - Down
- 5) Vs. 4 - 3 = "30 - 40" Call
- 6) BSG = Force
- 7) Only pure DICK block below is vs 57 and 46

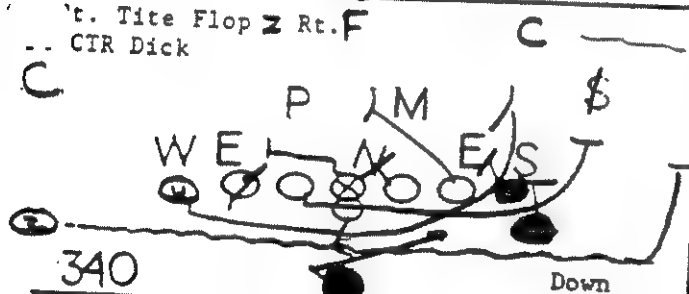
Y Rt. Triple Flop Riggs Lt
38 CTR Dick



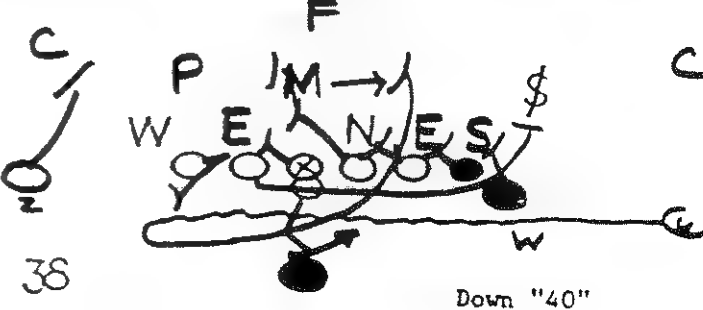
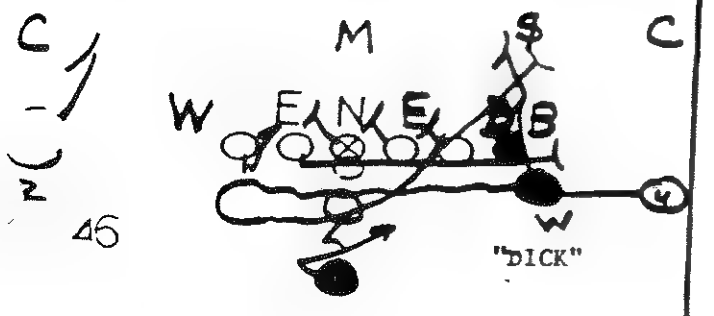
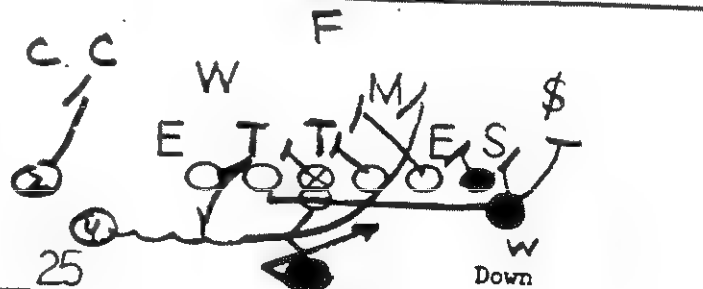
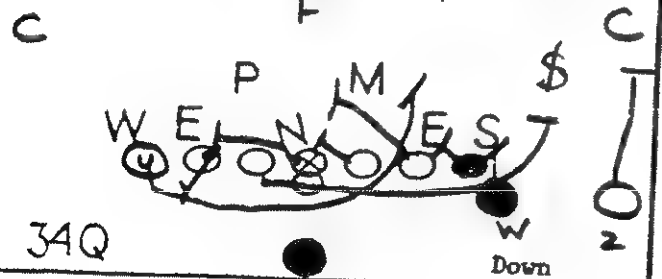
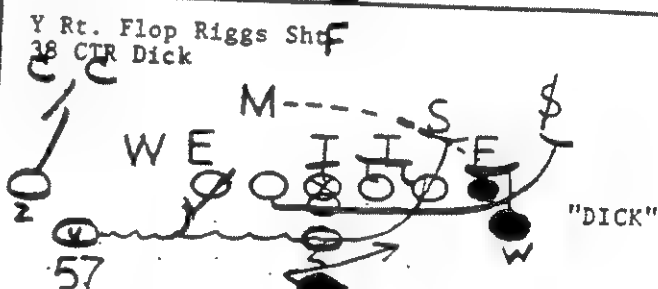
Y Rt. Tite Flop
38 CTR. Dick



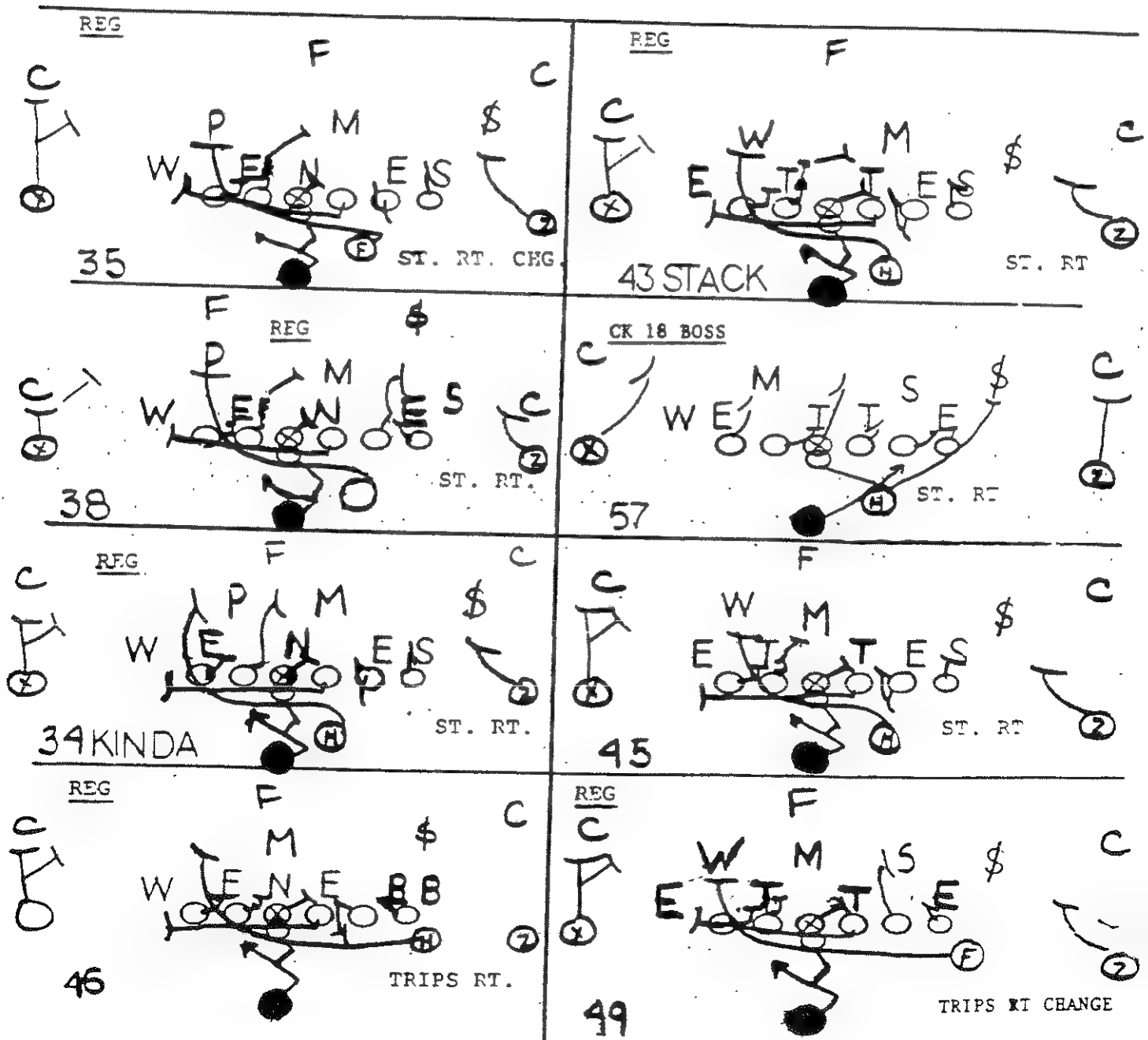
Y Rt. Tite Flop z Rt. F
CTR Dick



Y Rt. Flop Riggs Shd
38 CTR Dick



- 1) THIS IS ALWAYS AN AUDIBLE OR A CHECK
- 2) THIS PLAY IS ONLY GOOD, LIKE THE GEORGE WHEN THE WEAKSIDE DE IS INSIDE OR IS GOING INSIDE, OR VS. A "T" BUBBLE
- 3) THIS PLAY GENERALLY GOES WITH . 18 BOSS
- 4) THIS PLAY CAN BE USED FROM STRONG OR TRIPS BACKS
- 5) THE OTTO, GEORGE AND 13 TRAP ARE WAYS TO GET BACK TO THE WEAKSIDE FROM STRONG BACKS
- 6) THIS IS ONLY A CHANGEUP TO KEEP YOUR WEAKSIDE ATTACK HONEST
- 7) FAST UPFIELD PENETRATION BY THE WEAKSIDE EMOL HURTS THE PLAY AS THE TRAPPING GUARD CAN'T BLOCK HIM BEFORE HE DISRUPTS THE RUNNING BACK BECAUSE OF THE SHORT CORNER AND THE OVER-THE-TOP HANDOFF



- 1) THIS IS ALWAYS USED WITH A CHECK
- 2) JAB BLOCKING MEANS WEAKSIDE 4-5 HOLE TRAP BLOCKING WITH THE EMOL BLOCKER IN MOTION OR IN THE PRO POSITION FOR A QUICK KICK OUT. THE OFFSIDE GUARD WILL PULL UP IN THE HOLE FOR THE ONSIDE INSIDE LB.
- 3) THE PLAY TAKES ADVANTAGE OF A FAST UPFIELD EMOL IN A REDUCED DEFENSE WITH A DOUBLE TEAM ON THE 3 TECHNIQUE. THE GUARD AND TACKLE ONSIDE WILL USE GAP IT BLOCKING TO FIT IN WITH THE MISDIRECTION OF THE BACK.
- 4) RUNNING BACK USES JAB STEP AND GO AS THIS PLAY HITS FASTER THAN A COUNTER AS THE BLOCK ON THE EMOL OCCURS NOW.

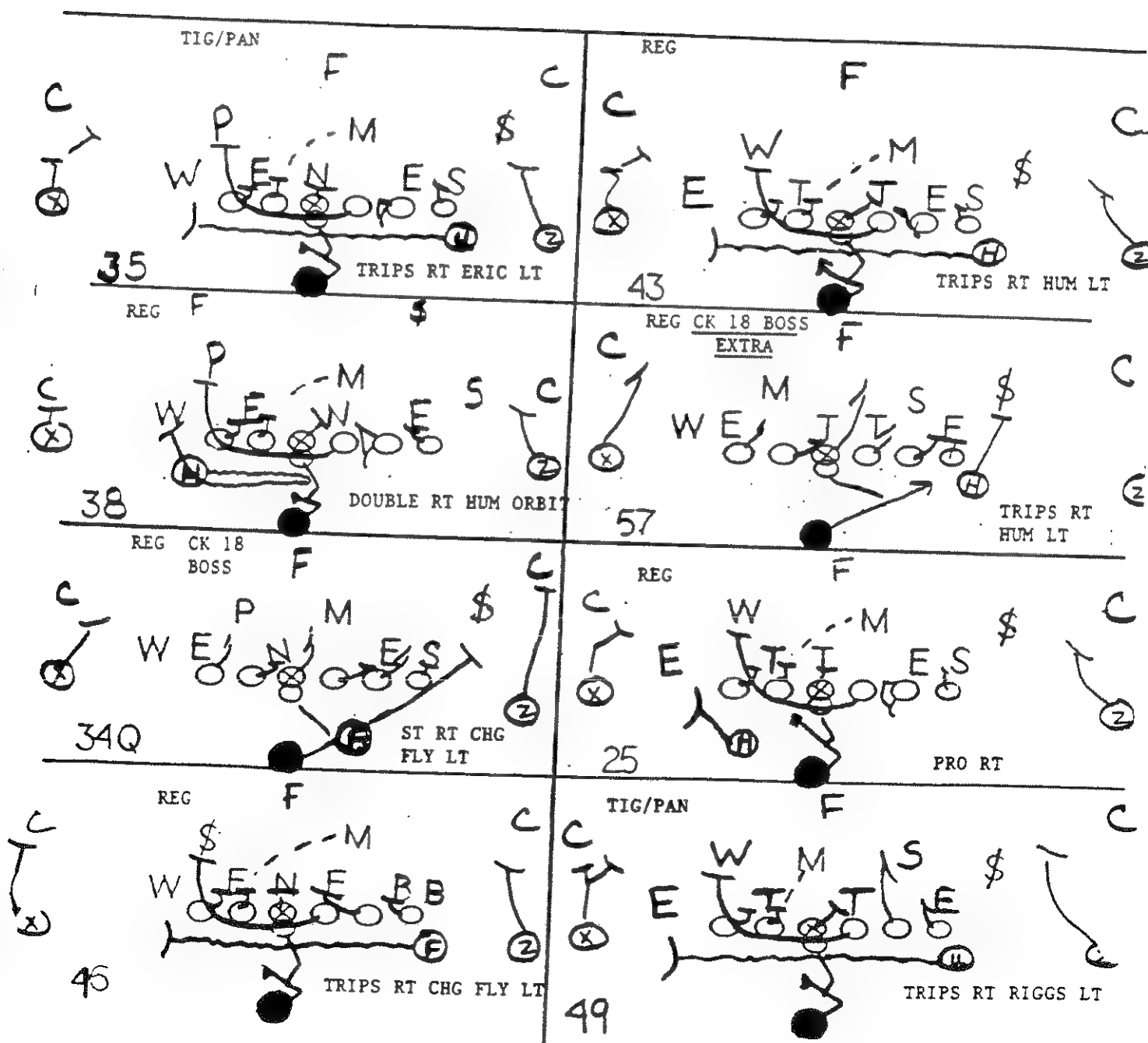


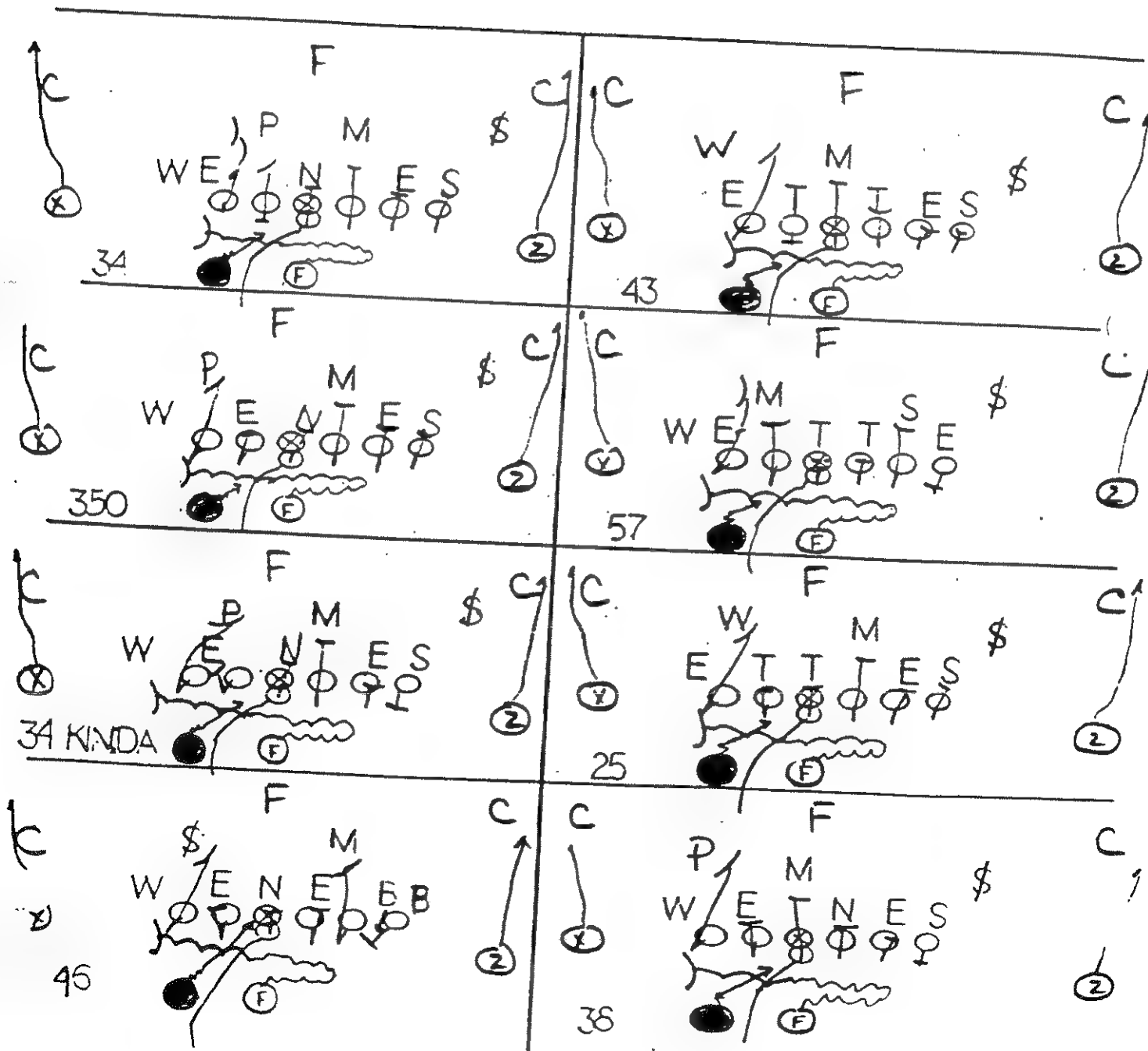
TABLE OF CONNTENTS

50 Series

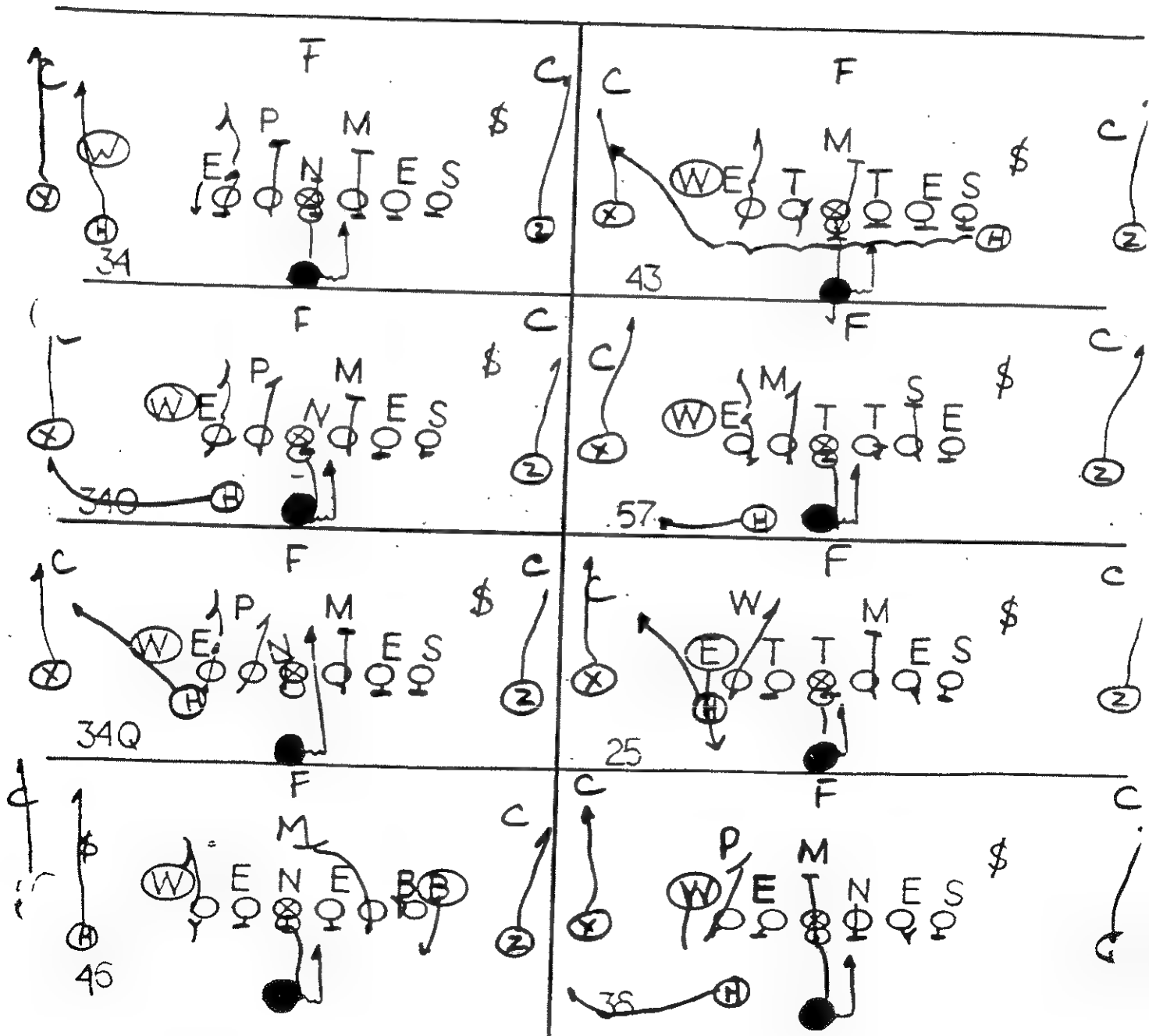
- Page 1 - Sprint Draw.
Page 2 - 50-51 Strong.
Page 3 - Fox 2-3 Draw Strong: Aud. vs. T. Bubble.
Page 4 - Hound 2-3 Draw Strong: Aud. vs. T Bubble.
Page 5 - 58-59 Boss Strong: Poss. Release.

SPRINT DRAW RT. PRO RT FLY LT

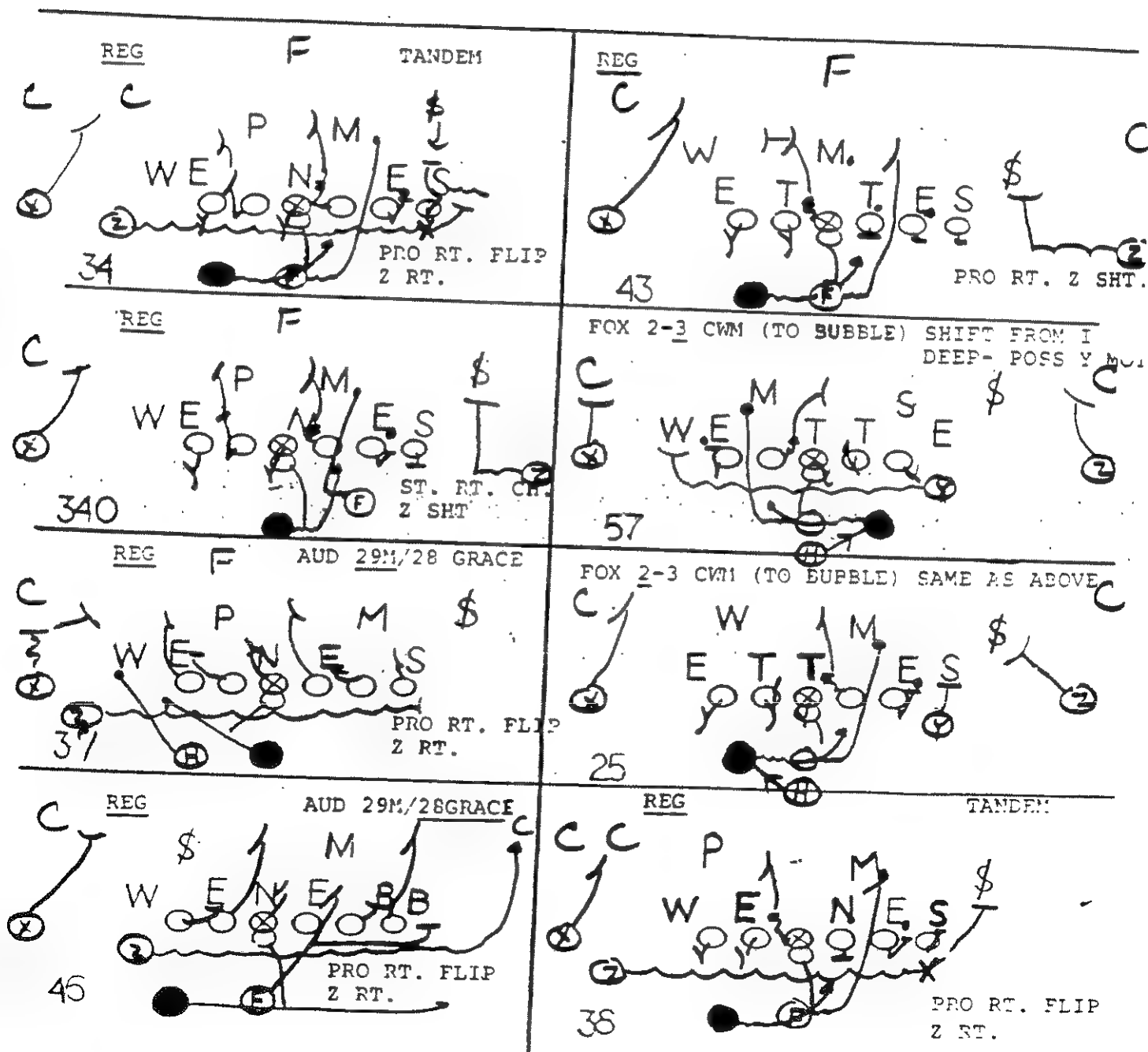
- 1) THIS IS AN UNDERNEATH HANDOFF OFF QB SPRINT OUT ACTION
- 2) THE FB MOTION BLOCKS THE MAN OUTSIDE THE OFFSIDE TACKLE
- 3) ALL BLOCKERS STAY SQUARE EXCEPT THE FRONTSIDE TACKLE AND TIGHT END MAY HINGE TO THE OUTSIDE



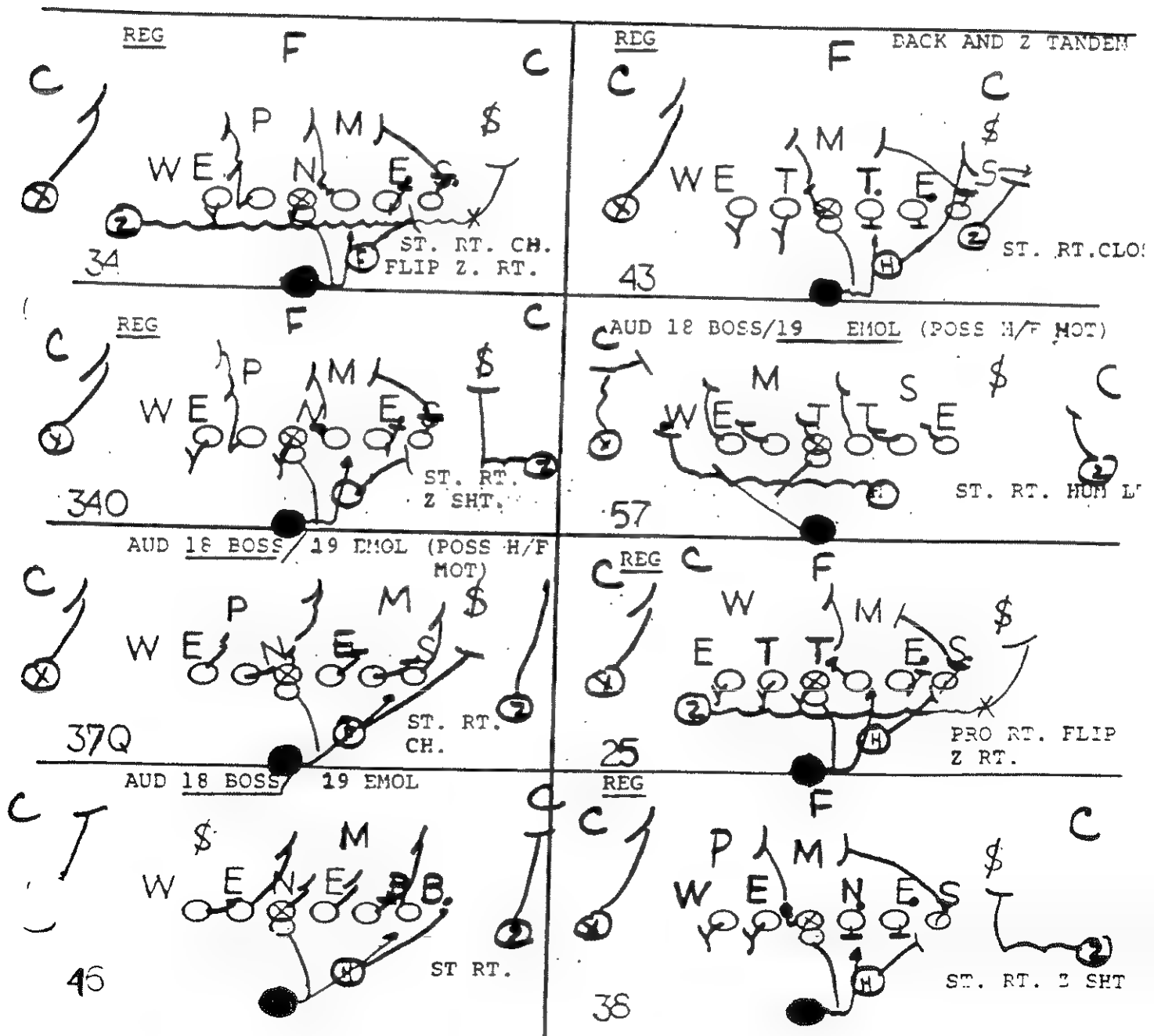
- 1) THIS IS A FULLBACK DRAW
- 2) RUN IT FROM A PASSING LOOK
- 3) BOOK THE WIN OR WEAKSIDE EMOL IN A REDUCTION



- 1) THIS IS A PLAY USED FROM BALANCE PRO BACKS. IT MAY ALSO BE RUN FROM STRONG CHANGE
- 2) THE TANDEM STILL APPLIES BETWEEN THE Z MOTION AND THE TE
- 3) THIS PLAY IS NO GOOD VS. A "T" BUBBLE - AUDIBLE TO 29 M or HB 28 GRACE
- 4) THE FULLBACK AND OFFENSIVE LINE MUST SHOW OUTSIDE HEAD OR THERE WILL BE NO HOLE
- 5) THE FULLBACK MUST CUT THE OUTSIDE LEG OF THE INSIDE LB



- 1) THIS IS A PLAY FROM STRONG STAGGERED BACKS. IT FITS WITH HOUND 2 PLAY ACTION
- 2) DON'T USE A TANDEM, LET THE MOTION MAN GET WELL OUTSIDE THE TE IF MOTION
- 3) THE TE MUST SHOW PASS RELEASE AND BLOCK THE INSIDE LB
- 4) THIS PLAY IS NO GOOD VS. A "T" BUBBLE - AUDIBLE TO 18 BOSS
- 5) AUDIBLE ALSO IF THE MIKE LB IS UP TIGHT
- 6) THE OFFENSIVE LINE MUST SHOW OUTSIDE HEAD OR THERE WILL BE NO HOLE



- 1) THIS IS A SWEEP DRAW FROM PRO BALANCED BACKS. THE BACK (BOSS) OR THE TE (RELEASE) MAY BLOCK THE FORCE
- 2) THE COVERED LINEMEN FRONTSIDE WILL USE 18-19 RUN BLOCKING TECHS
- 3) THE UNCOVERED LINEMEN WILL USE SHUFFLE TECH. RATHER THAN CROSS-STEPPING TO EXECUTE THE ZONE SCHEME
- 4) THE BACKSIDE TACKLE WILL USE A PASS SET END WIN SEAL VS. A 5 TECH
- 5) MUST HAVE A BACKSIDE BLOCKER VS. A HARD CHARGING WIN OR EMOL

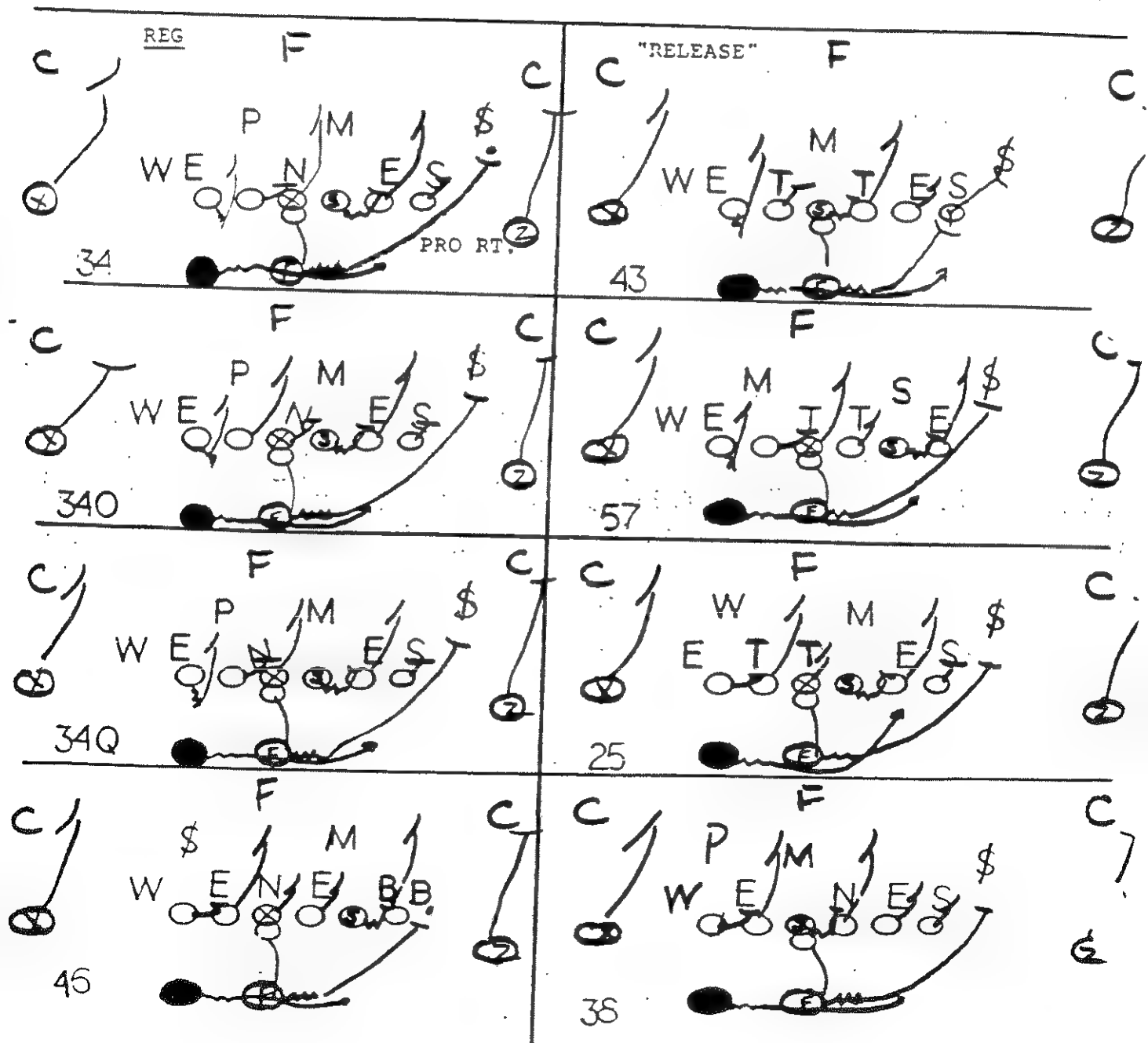


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Page 2	-	Check With Me - Double Wing Rt.
Page 3	-	Check With Me - Triple Rt. Flip Open
Page 4	-	Fake 36 COUNTER Z REVERSE LT
Page 5	-	Fake HB 28 Grace Z Rev. Lt.
Page 6	-	Fake Bone Rt Z Reverse Lt.
Page 7	-	Bone Weak or Strong.
Page 8	-	Bears Specials
Page 9	-	Other Specials

CHECK WITH ME

TRIPLE RIGHT FLIP

19 Match
19 Turn

17 Match

18 Nothing

18 Turn

(X)

(Z)

○ ○ (X) ○ ○ (Y)

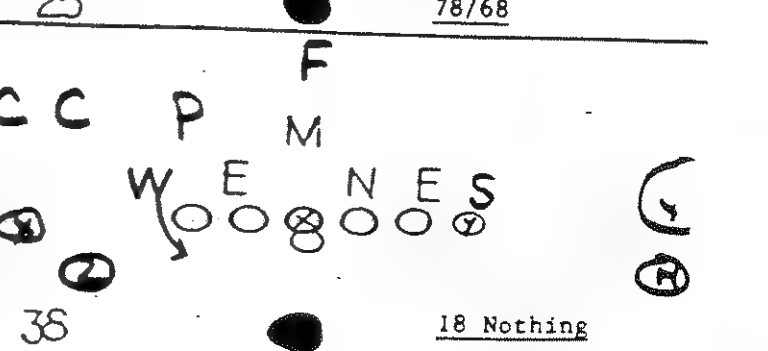
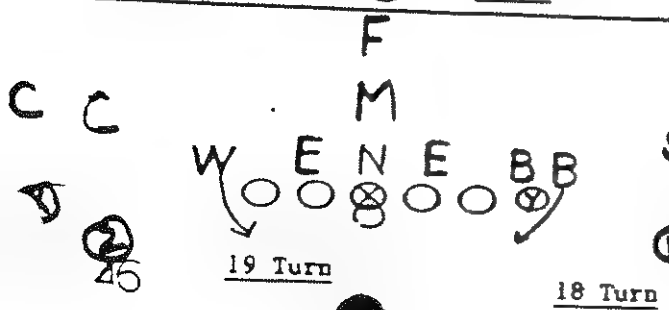
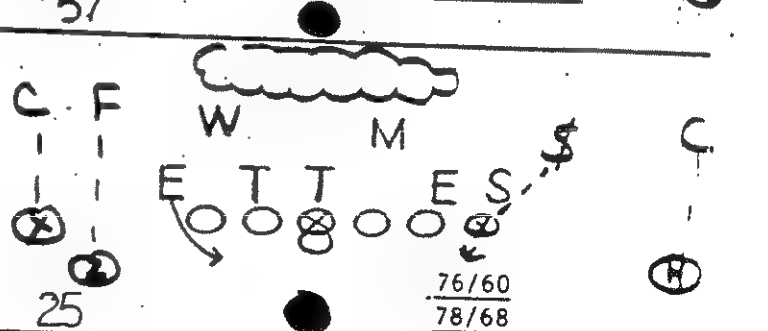
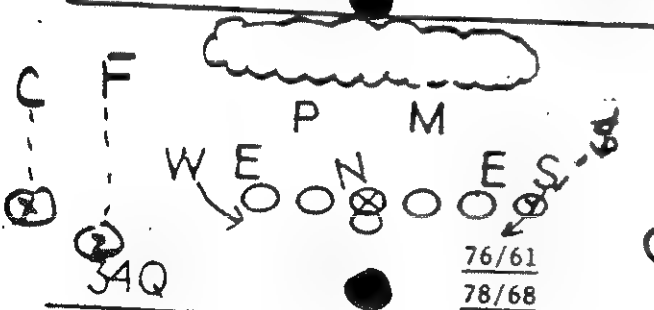
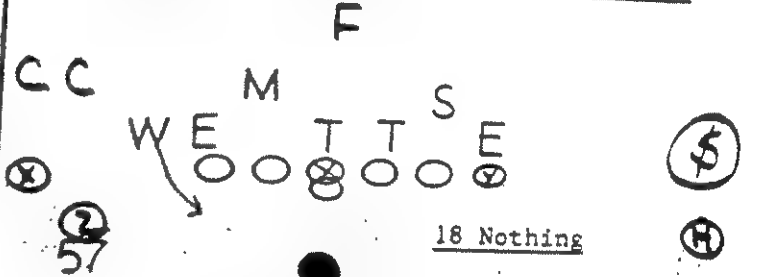
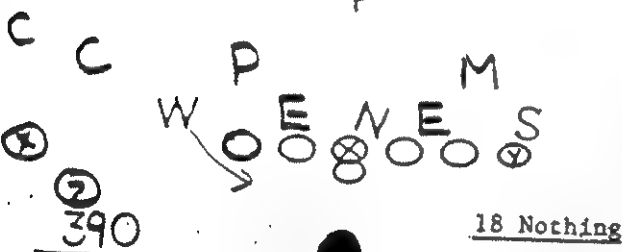
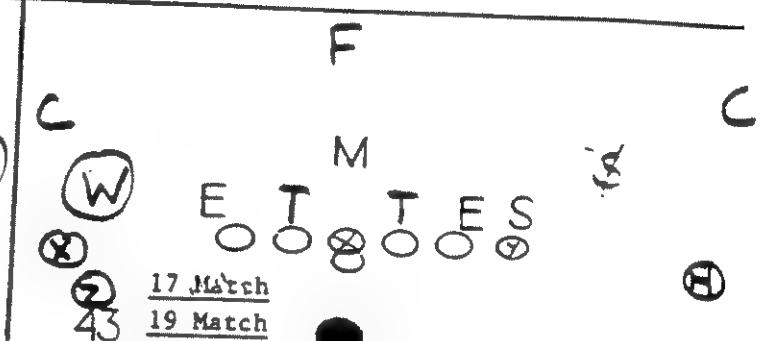
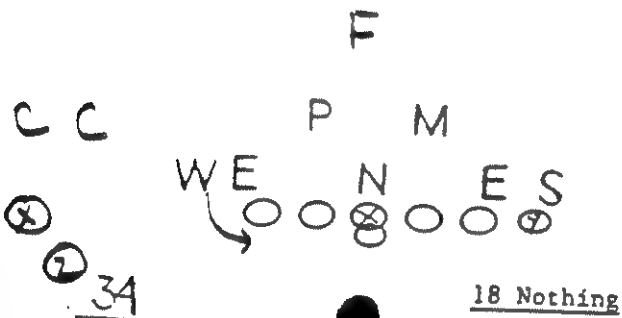
○

(H)

(F)

76 Y-Option

78 Flip Angle



DOUBLE WING RIGHT

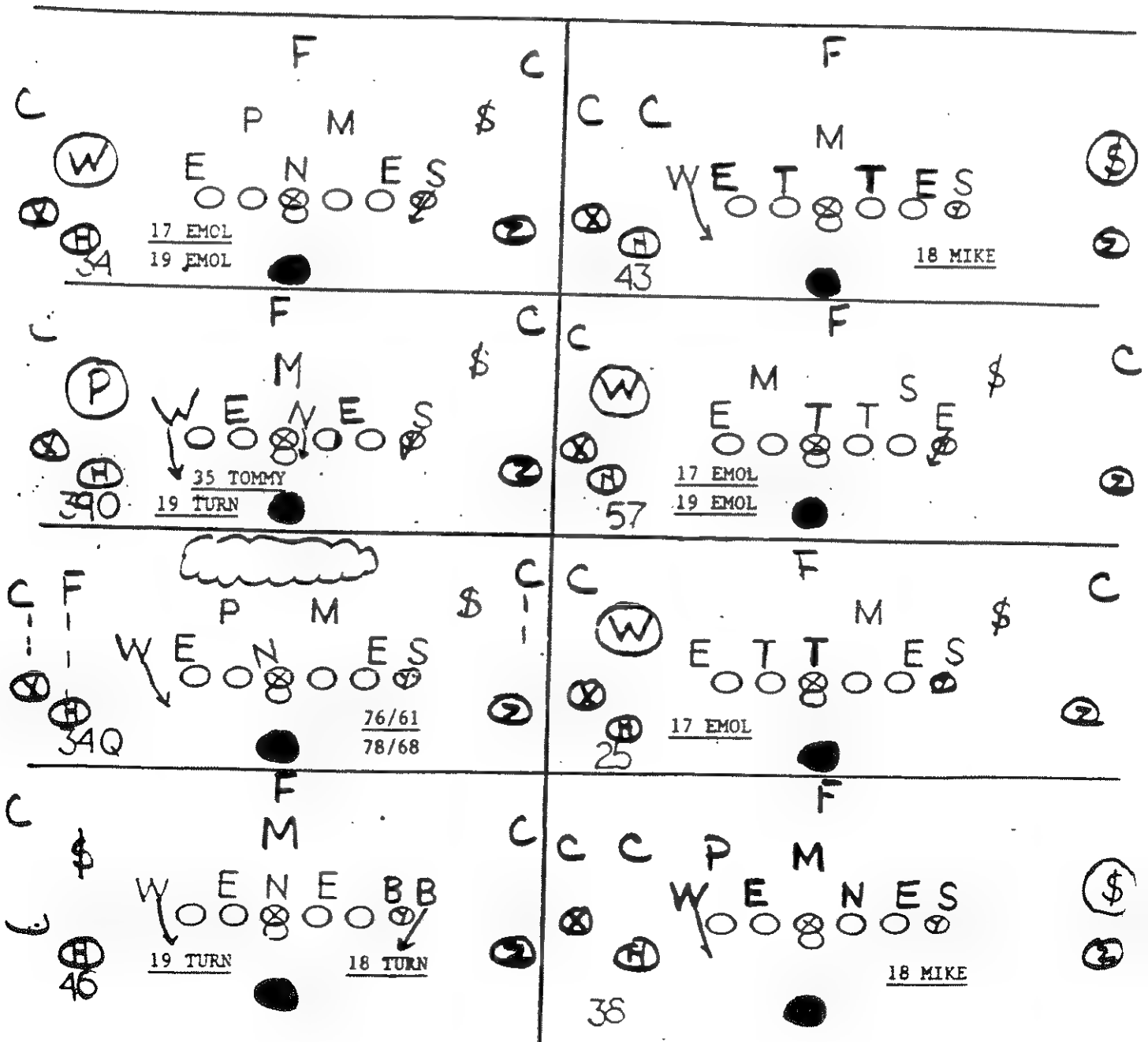
19 EMOL
19 TURN

17 EMOL
35 TOMMY

18 MIKE
18 TURN

376 Twin Dragon
76 HB Exit
76 Dover (Exit)
76 HB Circle
Short 76 Y Option

78 X Hook
78 X Angle
78 Motown
60 Single/Double Circle
60 Bend In HB Get Open



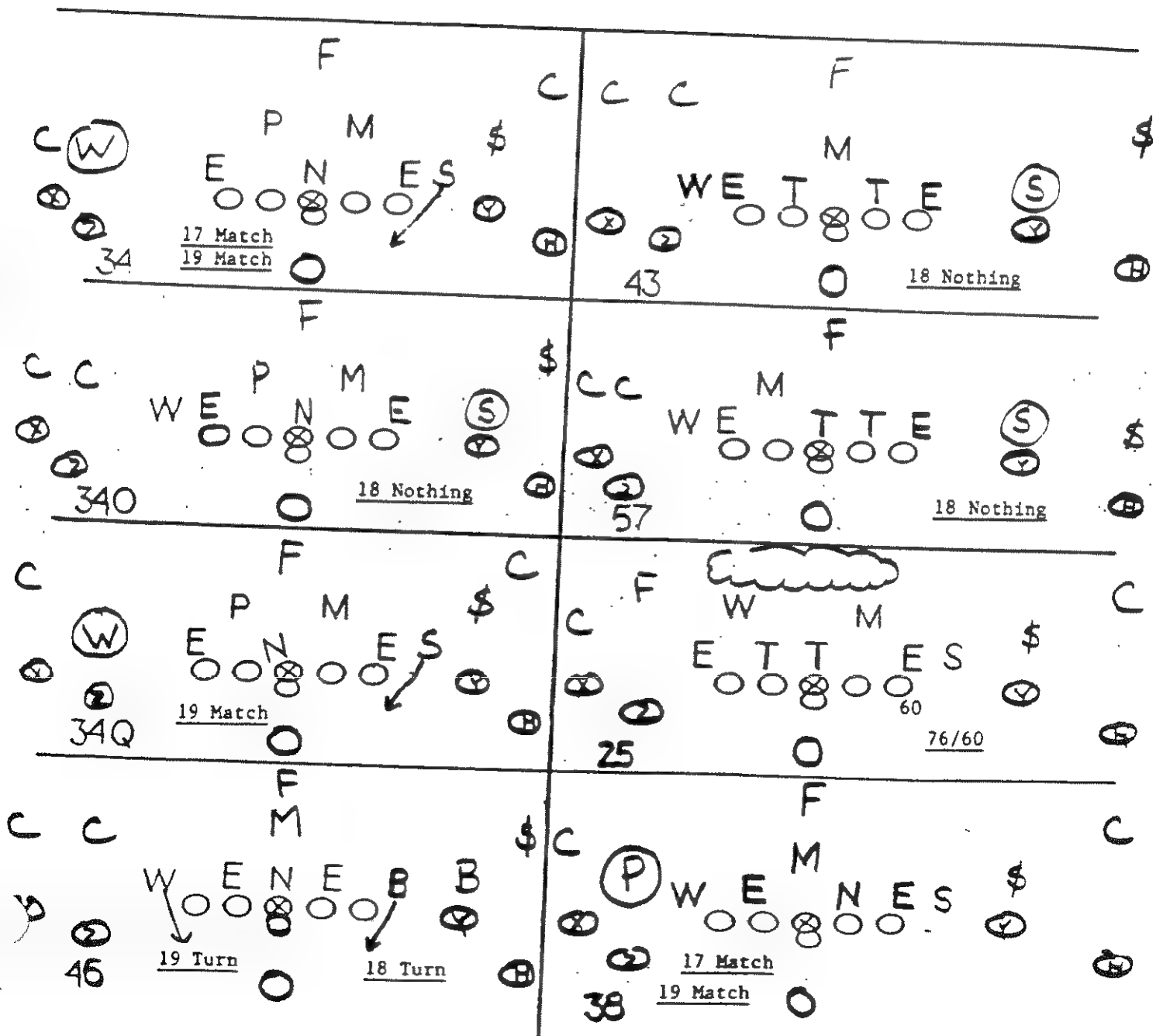
TRIPLE RIGHT FLIP OPEN

19 Match
19 Turn

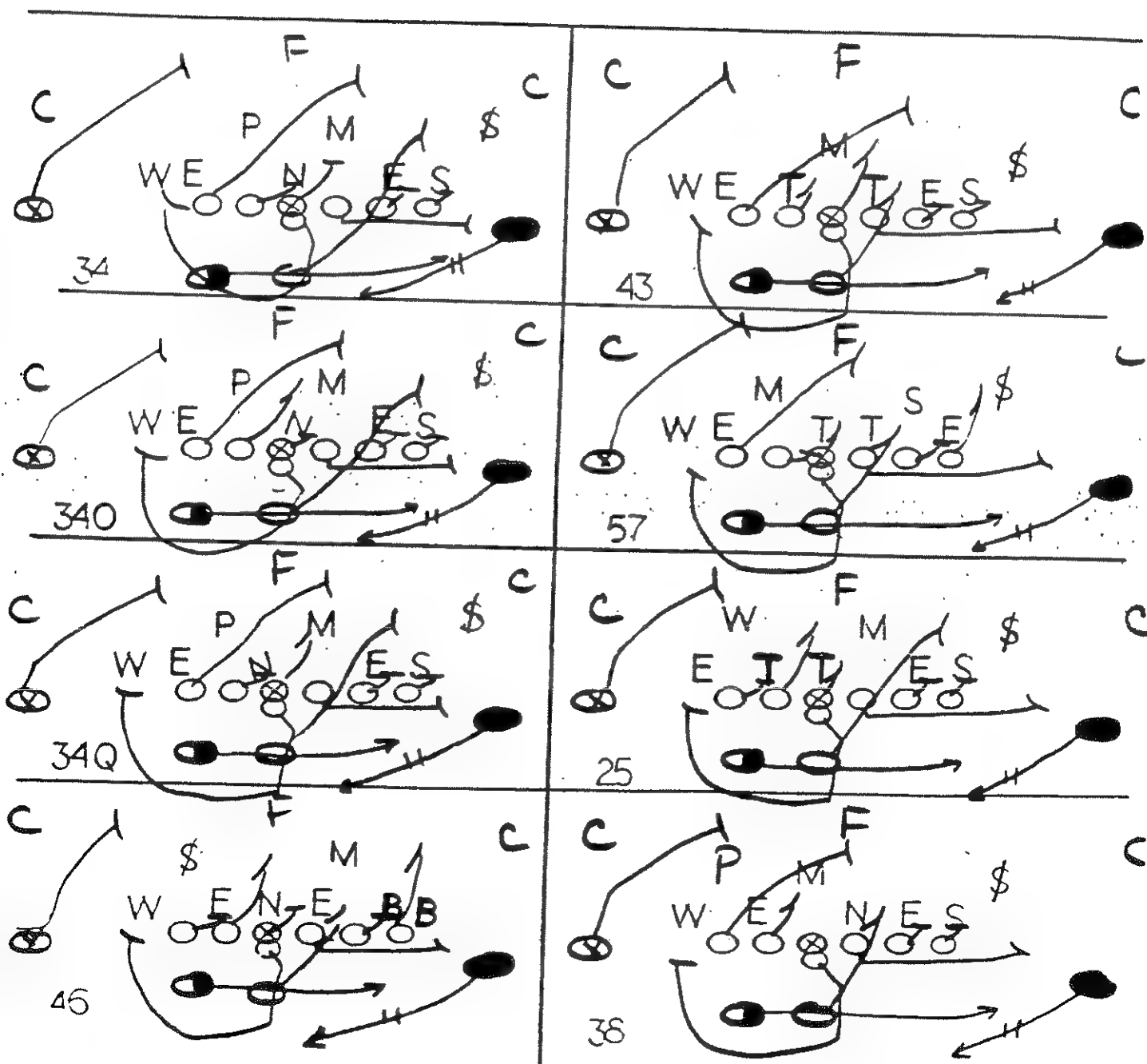
17 Match

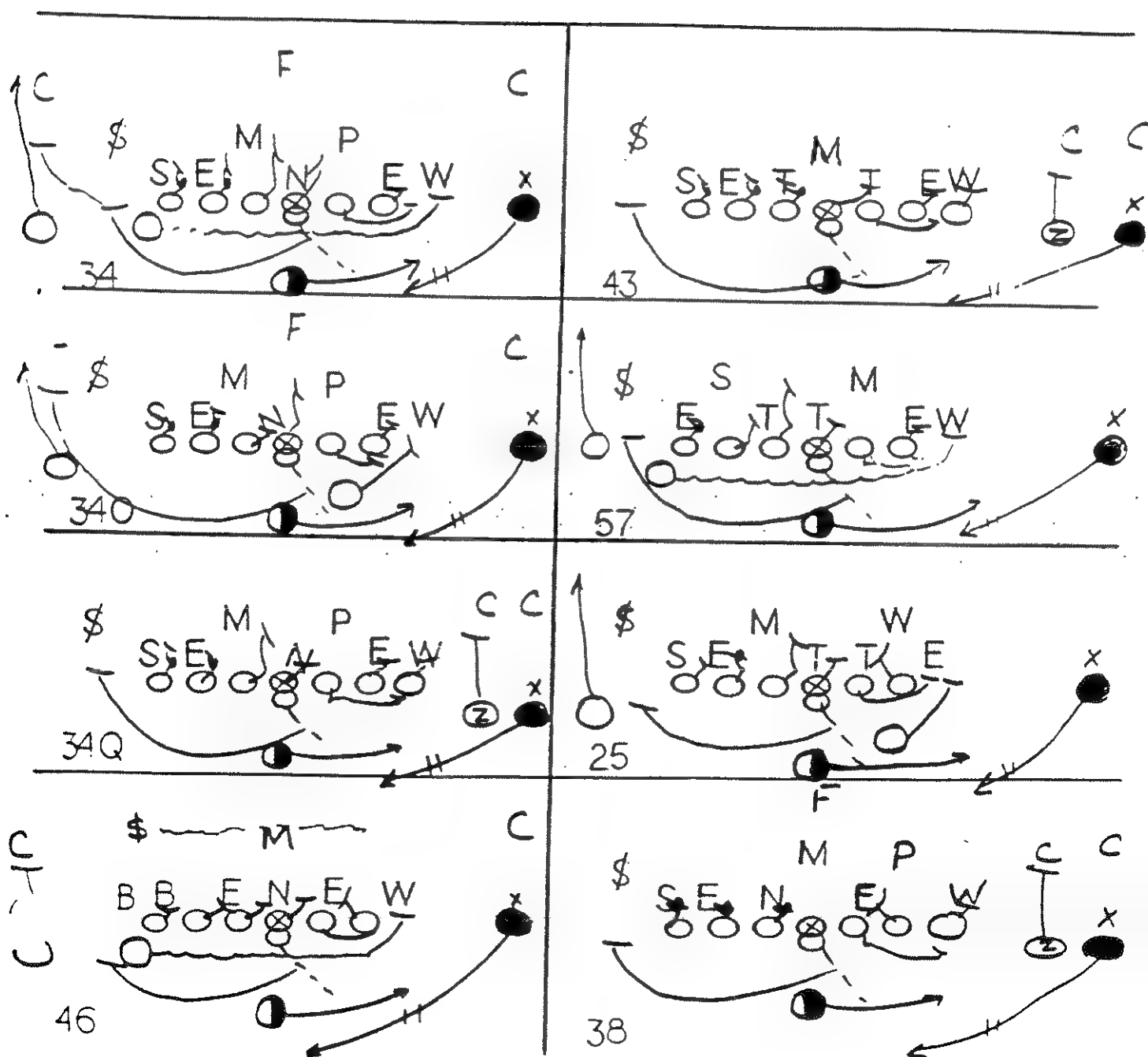
18 Nothing

76 Y Option



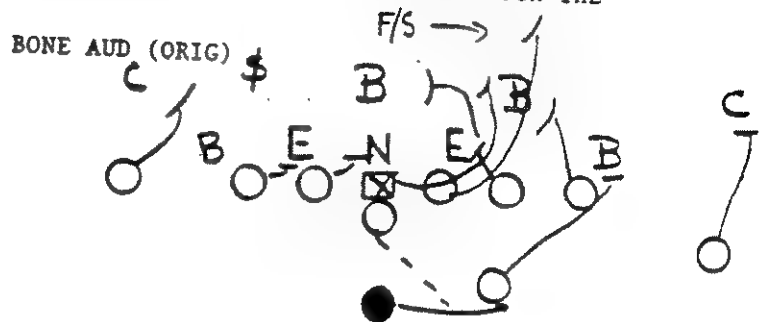
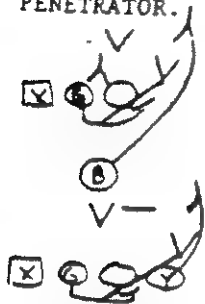
-
- The image displays eight musical notation examples arranged in a 4x2 grid. Each example features a sequence of notes (W, E, N, M, E, S) on a staff, with various annotations and markings. The examples are numbered 34, 43, 340, 57, 34Q, 25, 46, and 38. The annotations include 'CHANGE', 'F', 'C', and '\$'.
- Example 34:** Notes W, E, N, M, E, S. Annotations: 'F' above N, 'C' above M, '\$' above E, 'CHANGE' below S.
 - Example 43:** Notes W, E, T, M, T, E, S. Annotations: 'F' above T, 'C' above M, '\$' above E, 'CHANGE' below S.
 - Example 340:** Notes W, E, N, M, E, S. Annotations: 'F' above N, 'C' above M, '\$' above E, 'CHANGE' below S.
 - Example 57:** Notes W, E, T, M, T, E, S. Annotations: 'F' above T, 'C' above M, '\$' above E, 'CHANGE' below S.
 - Example 34Q:** Notes W, E, N, M, E, S. Annotations: 'F' above N, 'C' above M, '\$' above E, 'CHANGE' below S.
 - Example 25:** Notes W, E, T, M, T, E, S. Annotations: 'F' above T, 'C' above M, '\$' above E, 'CHANGE' below S.
 - Example 46:** Notes W, E, N, M, E, S. Annotations: 'F' above N, 'C' above M, '\$' above E, 'CHANGE' below S.
 - Example 38:** Notes W, E, N, M, E, S. Annotations: 'F' above N, 'C' above M, '\$' above E, 'CHANGE' below S.



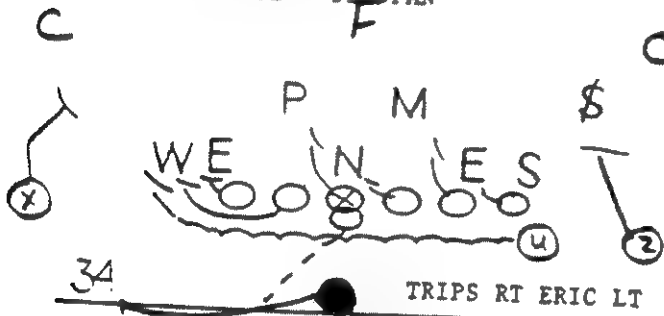


BONE WEAK OR STRONG. POSSIBLE AUDIBLE VS INSIDE BLITZ

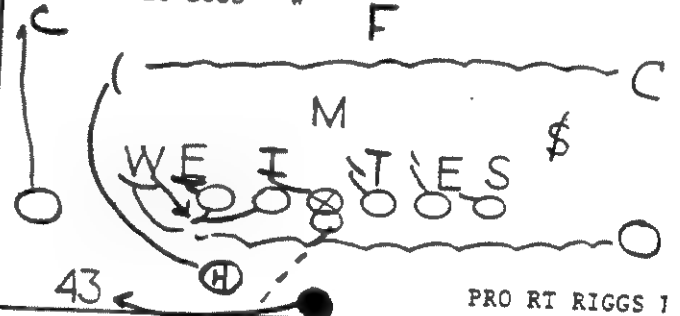
- 1) BONE IS A WIDE TOSS SWEEP USED TO GET OUTSIDE
- 2) BONE EVEN OR ODD FITS WITH HARD PENETRATING EMOLS WHO DISRUPT EMOL BLOCKING
- 3) WE CAN RUN IT WITH ANY TAG- BOSS, KICK, EMOL ETC
- 4) WE WILL PULL THE ONSIDE GUARD. HE AND THE EMOL BLOCKER WILL WORK TOGETHER TO PICK UP ANY SIN WIP STUNTS. IF THE END MAN SLANTS IN THE EMOL BLOCKER WILL WILL PASS HIM UP AND SEAL THE INSIDE LB. THE PULLING GUARD WILL BLOCK THE PENETRATOR.



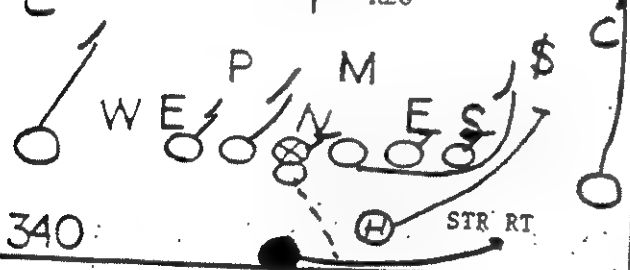
BONE LT EMOL TIG/PAN



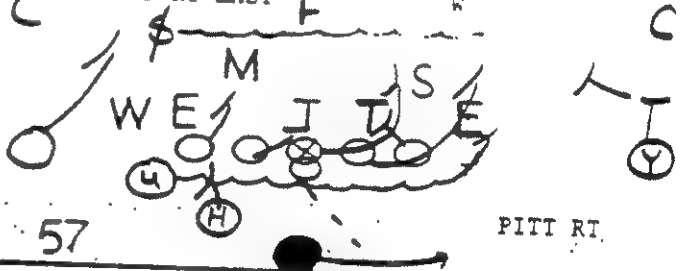
BONE LT BOSS W



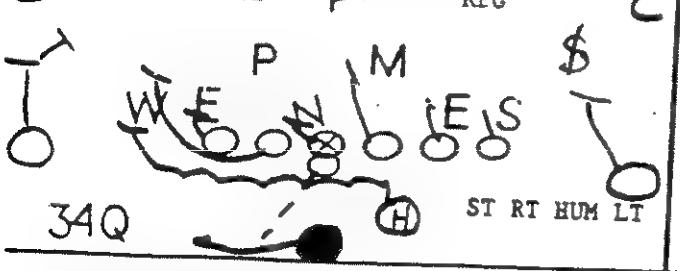
BONE RT BOSS F REG



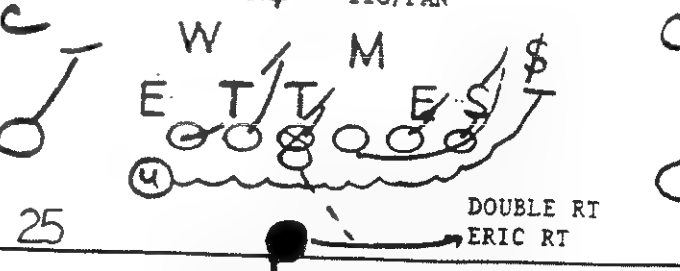
BONE RT EASY F W



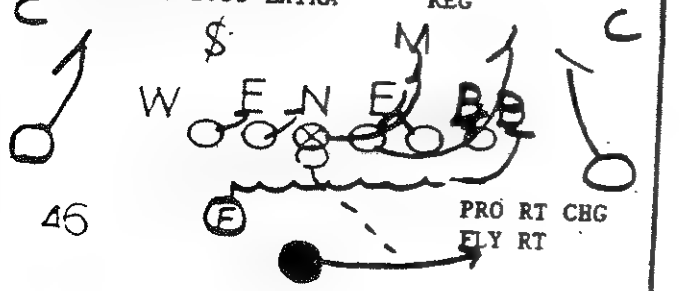
BONE LT EMOL F REG



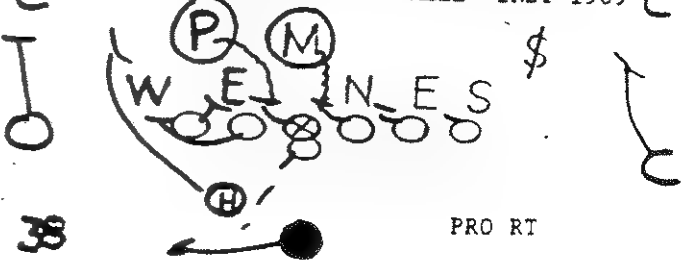
BONE RT BOSS EXTRA F TIG/PAN



BONE RT BOSS EXTRA F REG

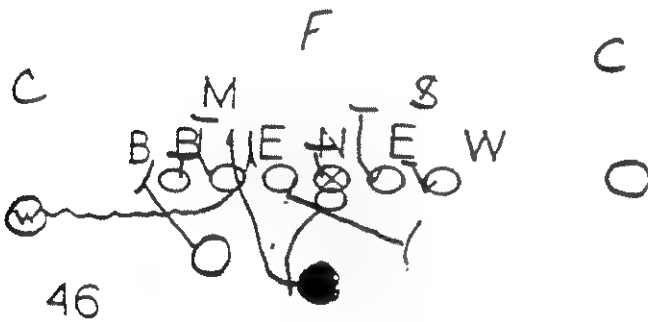


BONE ODD AUD VS DOU BARRELL INDY 1989

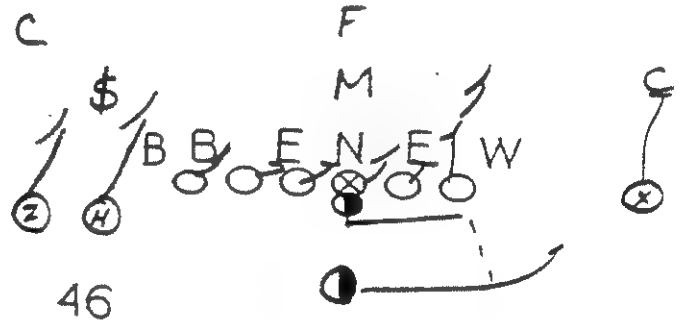


SPECIALS

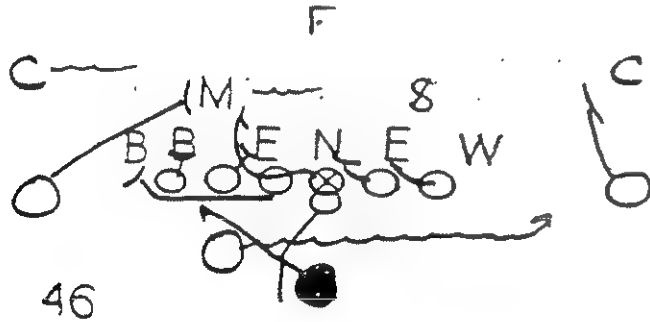
17 Special



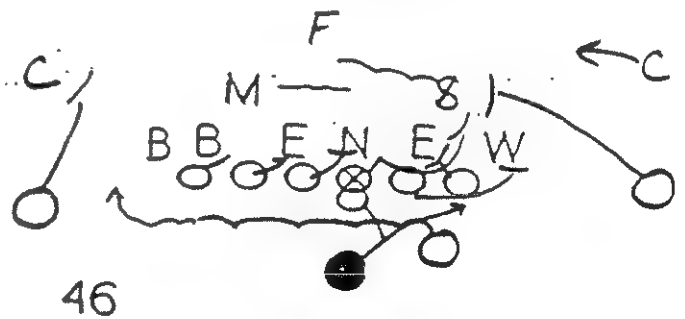
QB Opt. - Rt.



"HAWK" - Strong
Need 1 Back Only

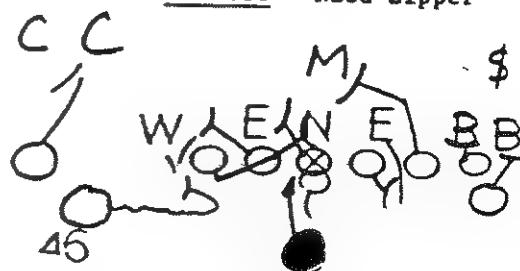


Reg. - "MUSTANG" Weak
Need 1 Back Only



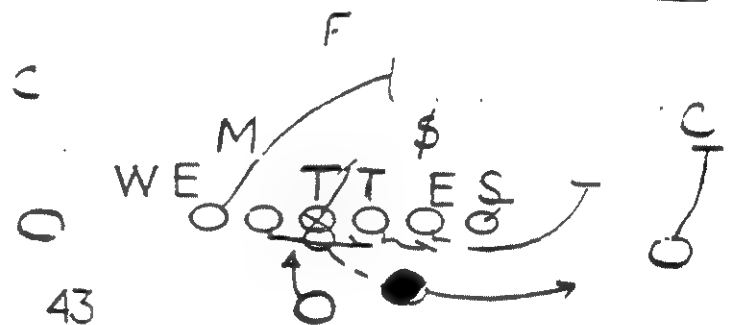
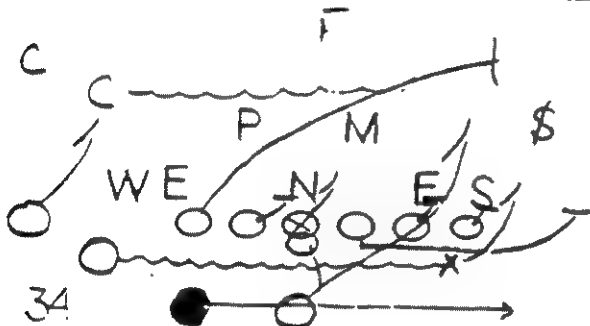
46

32 Nose - Need Zipper



HB 28 Grace Extra

AUDIBLE FREDDY EVEN VS 8 MEN INSIDE



32 Nose F Vs. Offset Team

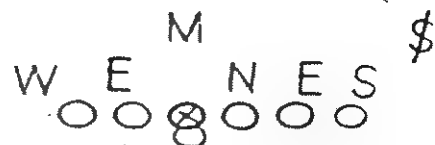
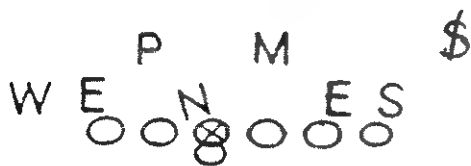
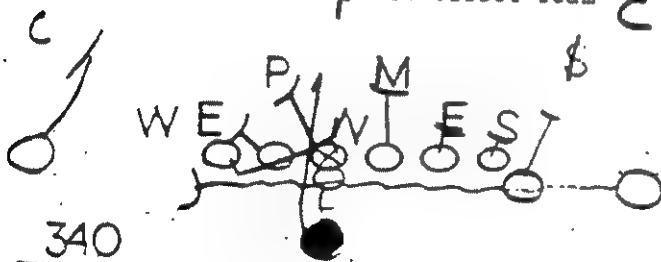


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Nickel Runs:

One Back

<u>Page</u>	<u>Nickel</u>
1	<u>16-17 CWM</u>
2	16-17 WK.
3	18-19 CWM
4	<u>34-35 Otto Switch</u>
5	<u>51 Sprint Draw</u>
6	<u>12-13 Trap - CWM</u>
7	<u>14-15 Trap - CWM</u>
8	51 Draw
9	51 Bubble Draw
10	Shovel Pass Rt. Lt. CWM
11	51 QB Draw
12	93 Fly.
13	Q8 - Q9 vs. Triple

Two Backs

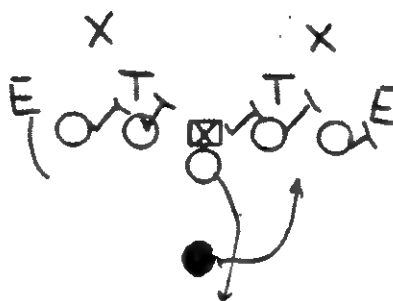
14	46-47 Lead
15	18-19 Boss
16	18-19 Bim Crack
17	Sprint 51 Draw
18	Fox 2-3 Draw CWM

Other

19	58-59 Mike Extra
29	Flip 8-9 Crack

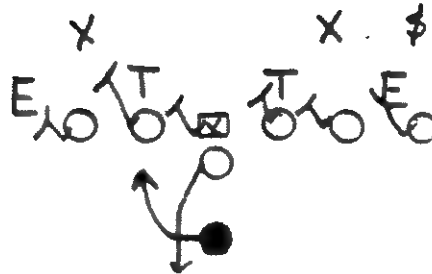
NICKEL RUN: NICKEL 16-17 C.W.M.

- 1) RUN TO BIGGEST HOLE.
- 2) USE "KILL" BLOCK BACKSIDE WHEN POSSIBLE.
- 3) LET B.S. EMOL GO.
- 4) RUN TO BUBBLE.
- 5) IF 16 HUDDLE CALL, CHECK OPP. VS. DOT LT. OR ODD RT. BELOW



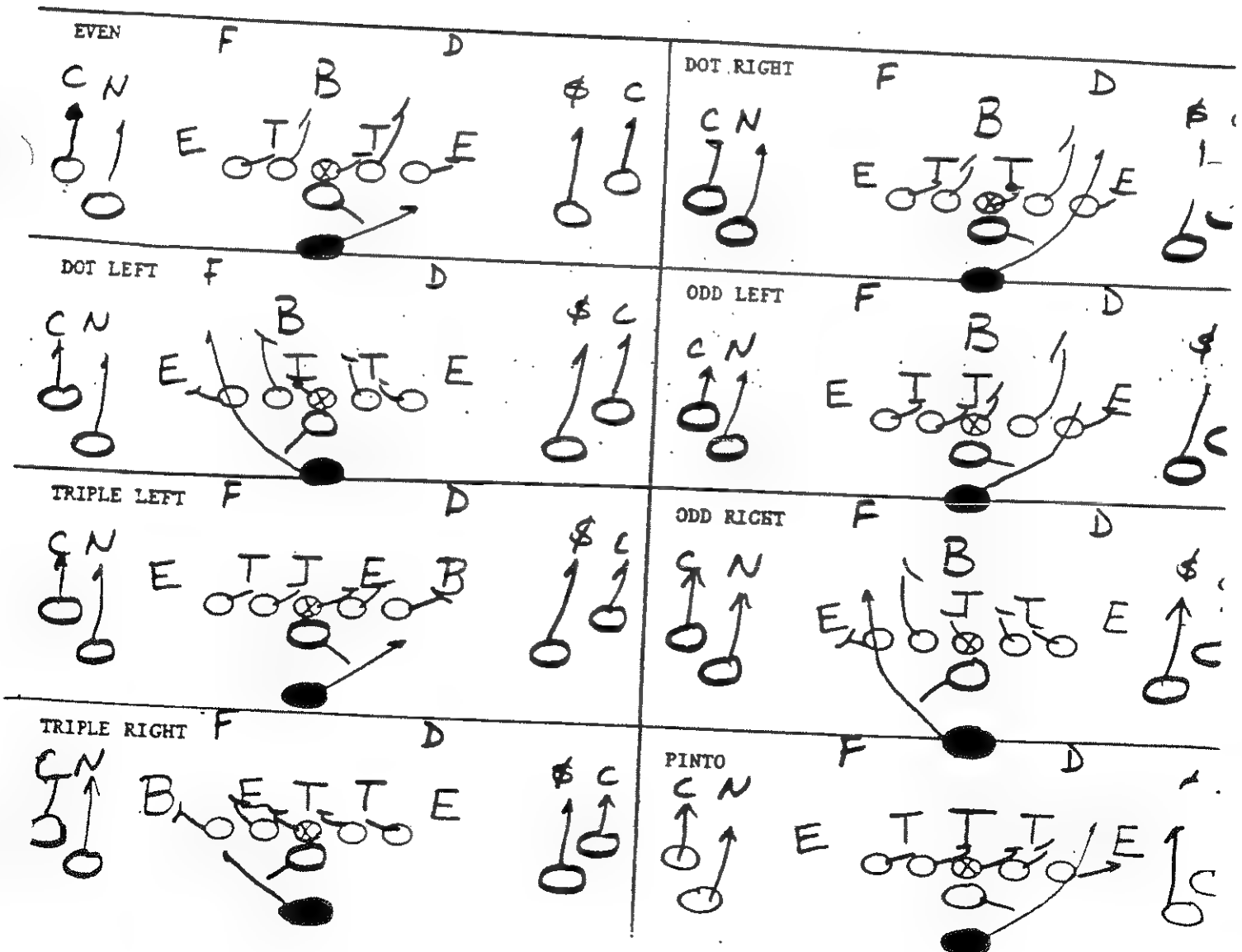
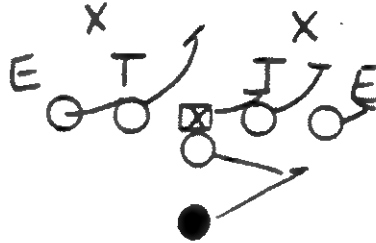
<p>EVEN F D</p>	<p>DOT RIGHT F D</p>
<p>DOT LEFT F D</p>	<p>ODD LEFT F D</p>
<p>TRIPLE LEFT F D</p>	<p>ODD RIGHT F D</p>
<p>TRIPLE RIGHT F D</p>	<p>PINTO F D</p>

- 1) CARI
- 2) USE AS A NICKEL RUN FROM THE SAME FORMATION AS WE USE NIC 78 or 67 PROT.

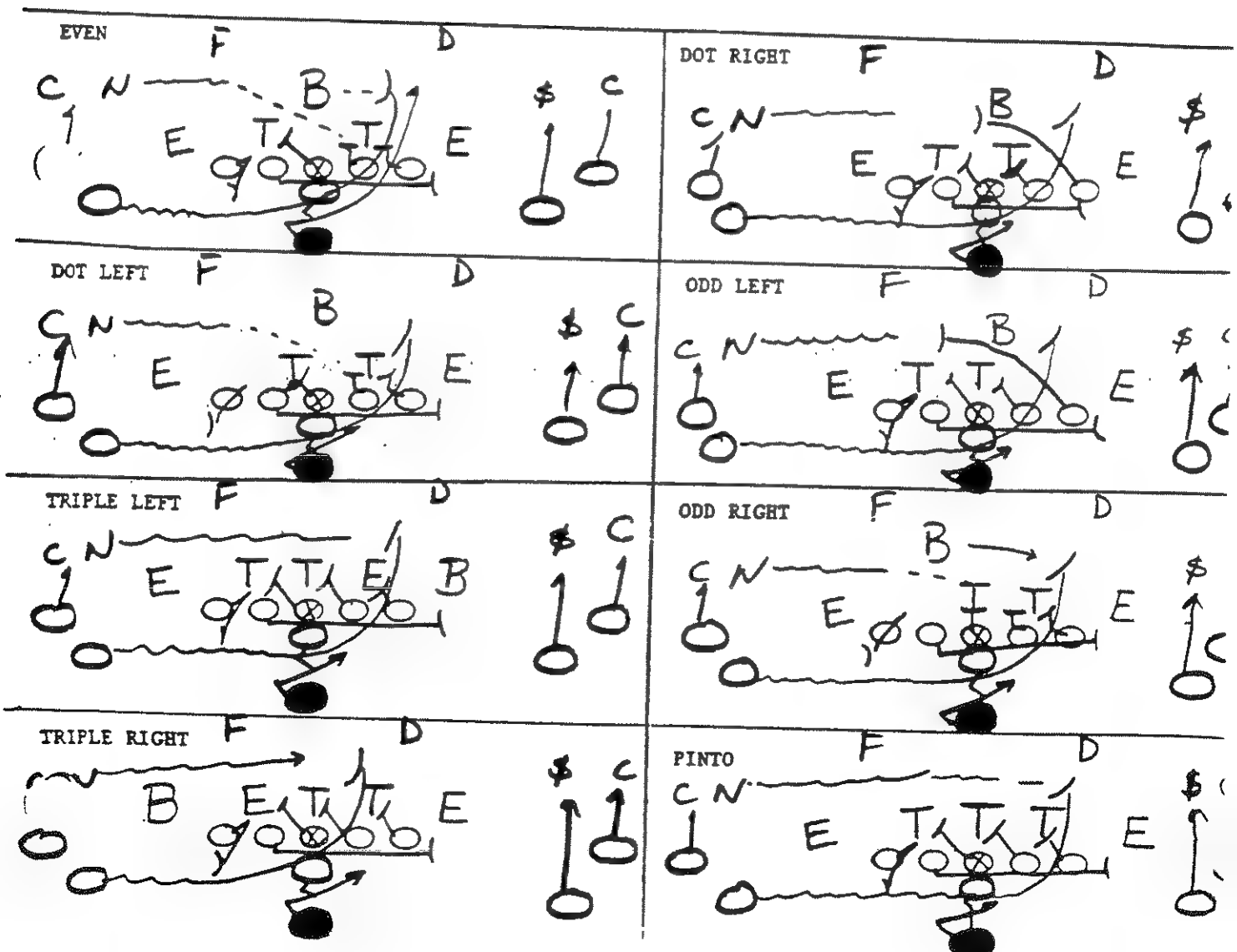
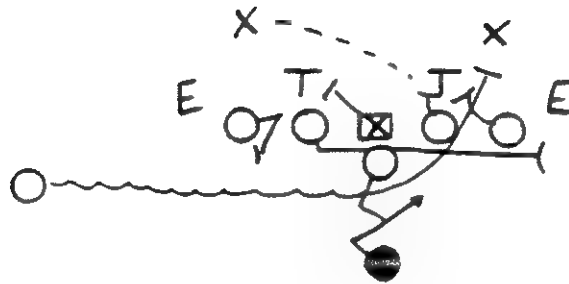


<p>EVEN F D \$</p>	<p>DOT RIGHT F D \$</p>
<p>DOT LEFT F D \$</p>	<p>ODD LEFT F D</p>
<p>TRIPLE LEFT F D \$</p>	<p>ODD RIGHT F D</p>
<p>TRIPLE RIGHT F D \$</p>	<p>PINTO F D</p>

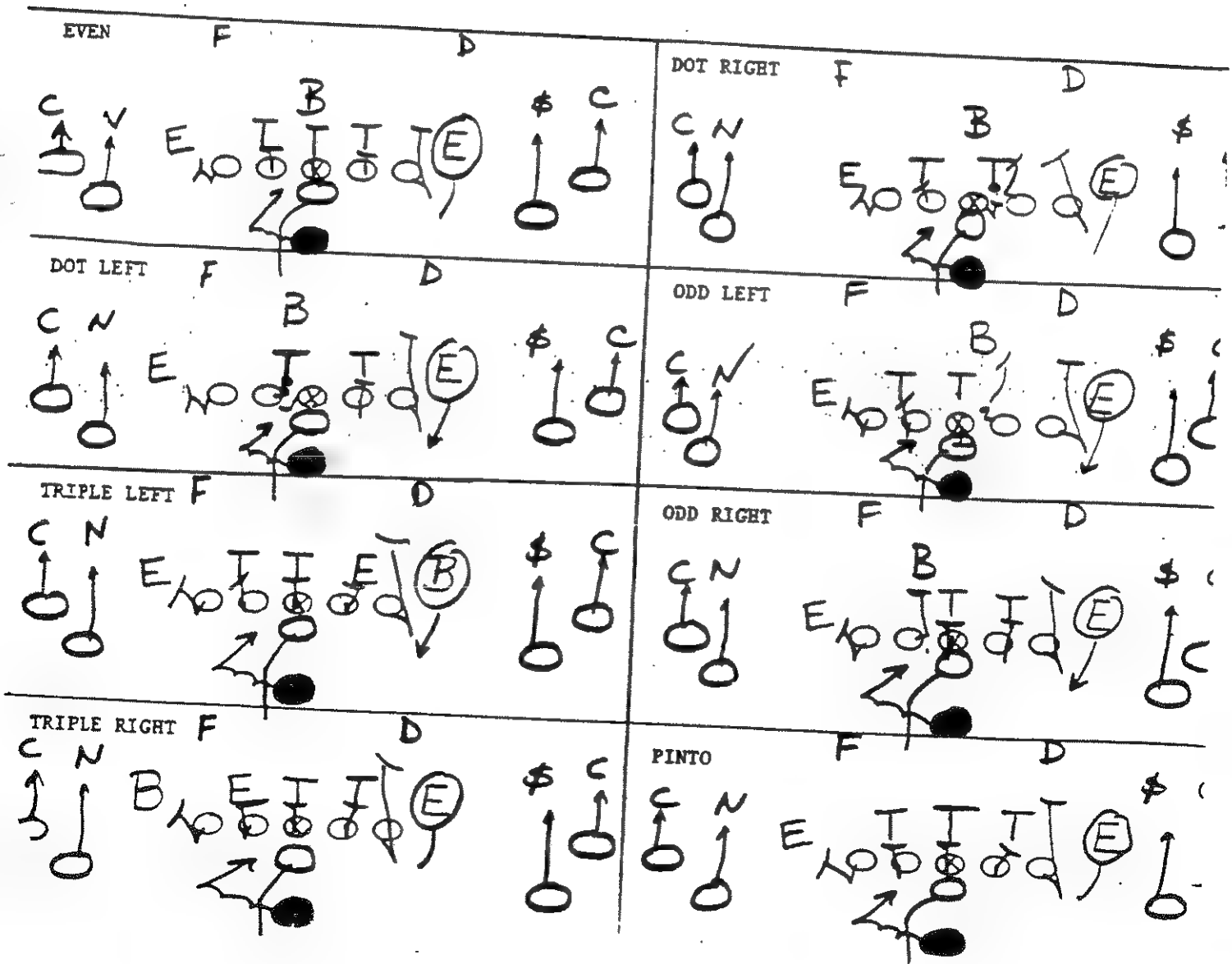
- 1) RUN TO THE TIGHTEST DE OR THE TIGHTEST DT. WE DONT WANT TO RUN TO A LOOSE 3 ar 5 TECHNIQUE AT THE SAME TIME.
- 2) THIS IS BEST WHEN THE DE IS TIGHT AND NO BACKUP ON THE WIDE MEN.
- 3) RUN TO THE BIGGEST HOLE.
- 4) RUN TO THE BUBBLE.
- 5) IF 18 IS CALLED BELOW CHECK OPP. VS. DOT LT. OR ODD RT.



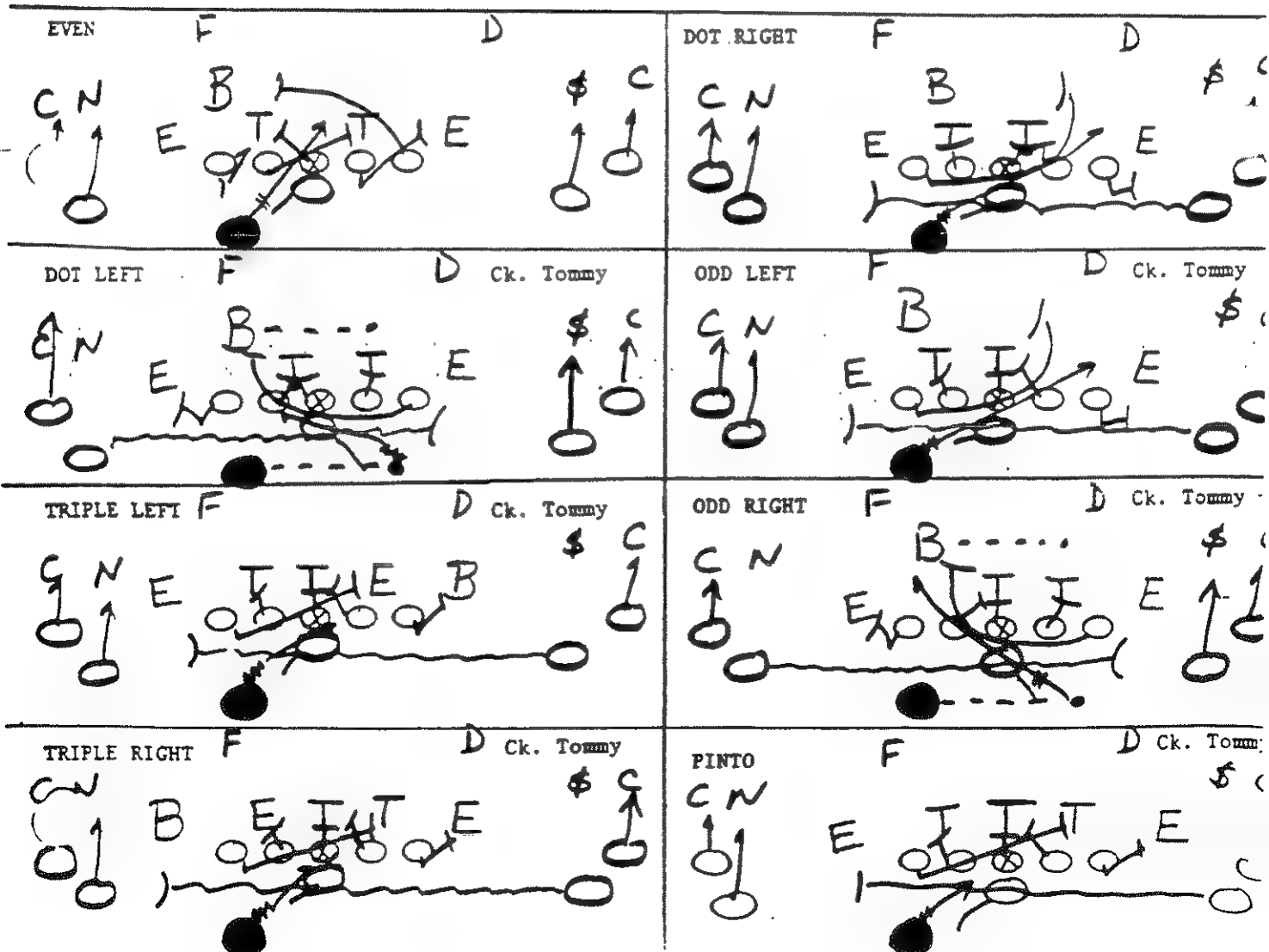
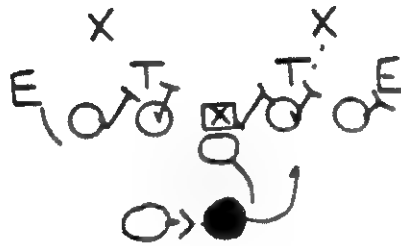
- 1) THE MOTION MAN BLOCKS MIDDLE TO FRONTSIDE LB AREA.
- 2) THE DOWN BLOCK IS FOR THE FAR LB AREA.
- 3) BST USE QUEEN.



-
- The diagram illustrates the interaction of an electron (E) with a target (T) and a nucleus (X). The electron is deflected by the nucleus, and a photon is emitted from the target.



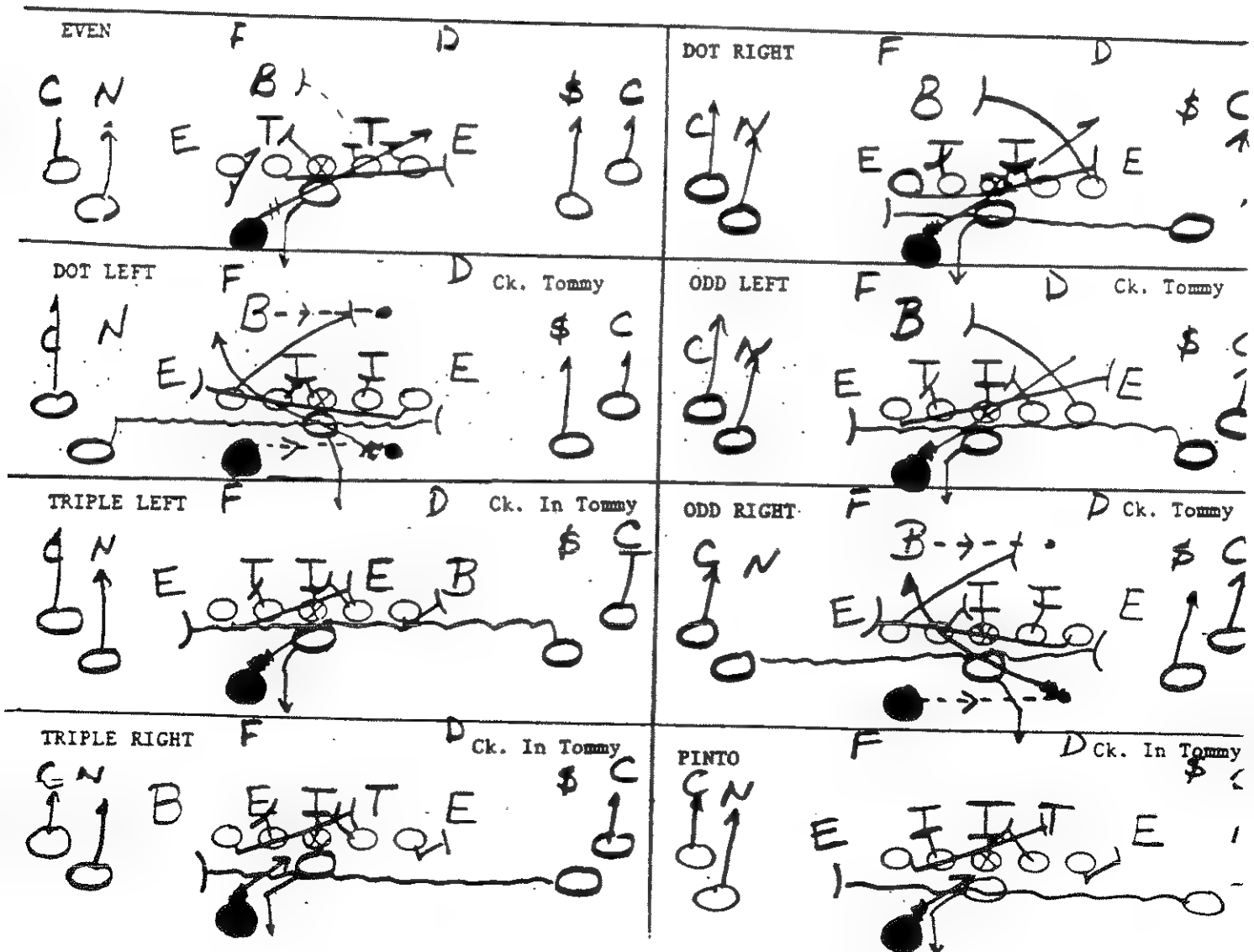
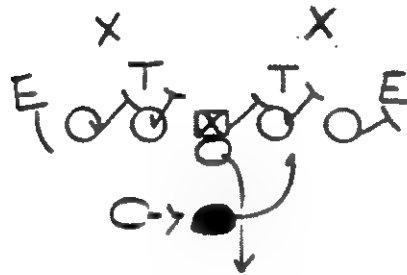
- 1) Run to Widest D.T.
- 2) Run to Bubble or Dot.
- 3) Tommy with Zipper vs. Odd or Dot.
- 4) Aud. to 16-17 vs. 6 in the Box.



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NICKEL RUN: NICKEL -14-15 TRAP C.W.M.

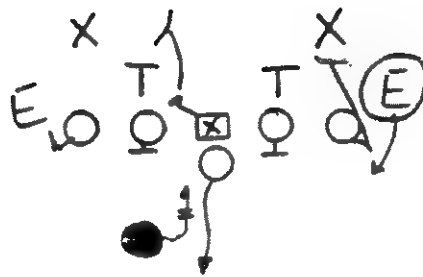
- 1) Run to Widest D.E.
- 2) Run to Bubble or Dot.
- 3) Tommy with Zipper vs. Odd or Dot.
- 4) Check "In" - (12-13) vs. Triple with Tommy & Zipper.



NICKEL RUN: NICKEL 51 DRAW

Same Rules as Nickel 51 Sprint Draw

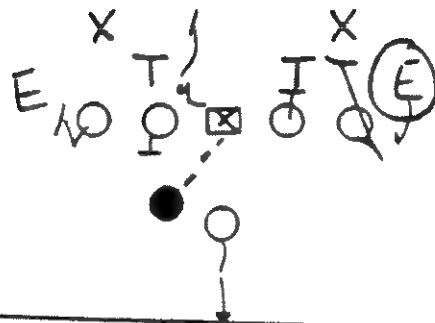
8



<p>EVEN</p>	<p>DOT RIGHT</p>
<p>DOT LEFT</p>	<p>ODD LEFT</p>
<p>TRIPLE LEFT</p>	<p>ODD RIGHT</p>
<p>TRIPLE RIGHT</p>	<p>PINTO</p>

NICKEL RUN: NICKEL BUBBLE DRAW LEFT

Same Rules as Nickel 51 Draw

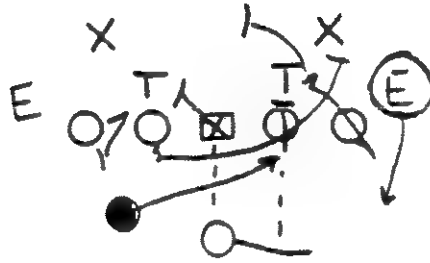


<p>EVEN</p>	<p>DOT RIGHT</p>
<p>DOT LEFT</p>	<p>ODD LEFT</p>
<p>TRIPLE LEFT</p>	<p>ODD RIGHT</p>
<p>TRIPLE RIGHT</p>	<p>PINTO</p>

NICKEL RUN: NICKEL SHOVEL PASS C.W.M.

- 1) Run to Widest End.
- 2) Run to Bubble.
- 3) Vs. Odd or Dot, F&T Block DE.
- 4) Aud. vs. Triple.

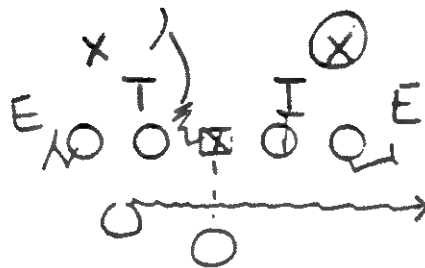
10



<p>EVEN</p>	<p>DOT RIGHT</p>
<p>DOT LEFT</p>	<p>ODD LEFT</p>
<p>TRIPLE LEFT</p> <p>F Aud. D</p>	<p>ODD RIGHT</p>
<p>TRIPLE RIGHT</p> <p>F Aud. D</p>	<p>PINTO</p> <p>F Aud. D</p>

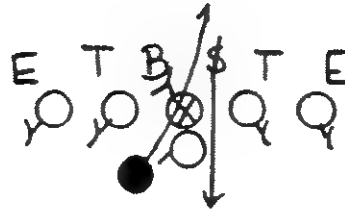
NICKEL RUN: NICKEL 51 QB DRAW

- 1) Same rules as Nickel 51 Draw - Except Rt. - Block D.E.
- 2) Let extra man go.

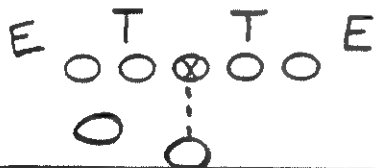


<p>EVEN</p>	<p>DOT RIGHT</p>
<p>DOT LEFT</p>	<p>ODD LEFT</p>
<p>TRIPLE LEFT</p>	<p>ODD RIGHT</p>
<p>TRIPLE RIGHT</p>	<p>PINTO</p>

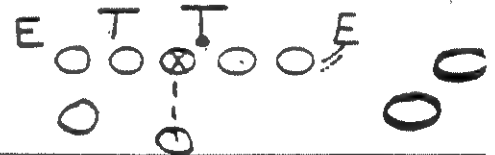
1) Used vs. Stickey Blitz.



EVEN



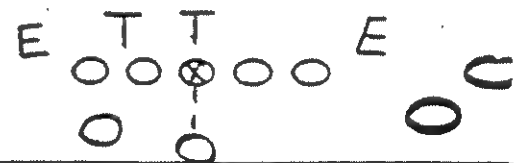
DOT RIGHT



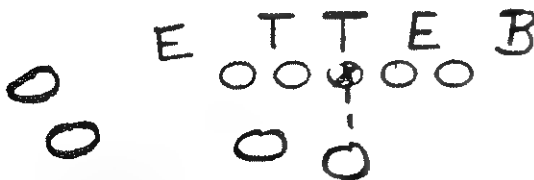
DOT LEFT



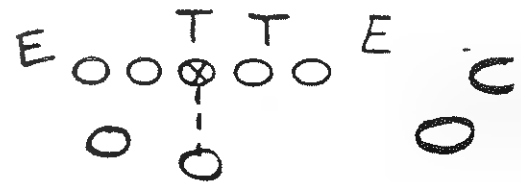
ODD LEFT



TRIPLE LEFT



ODD RIGHT



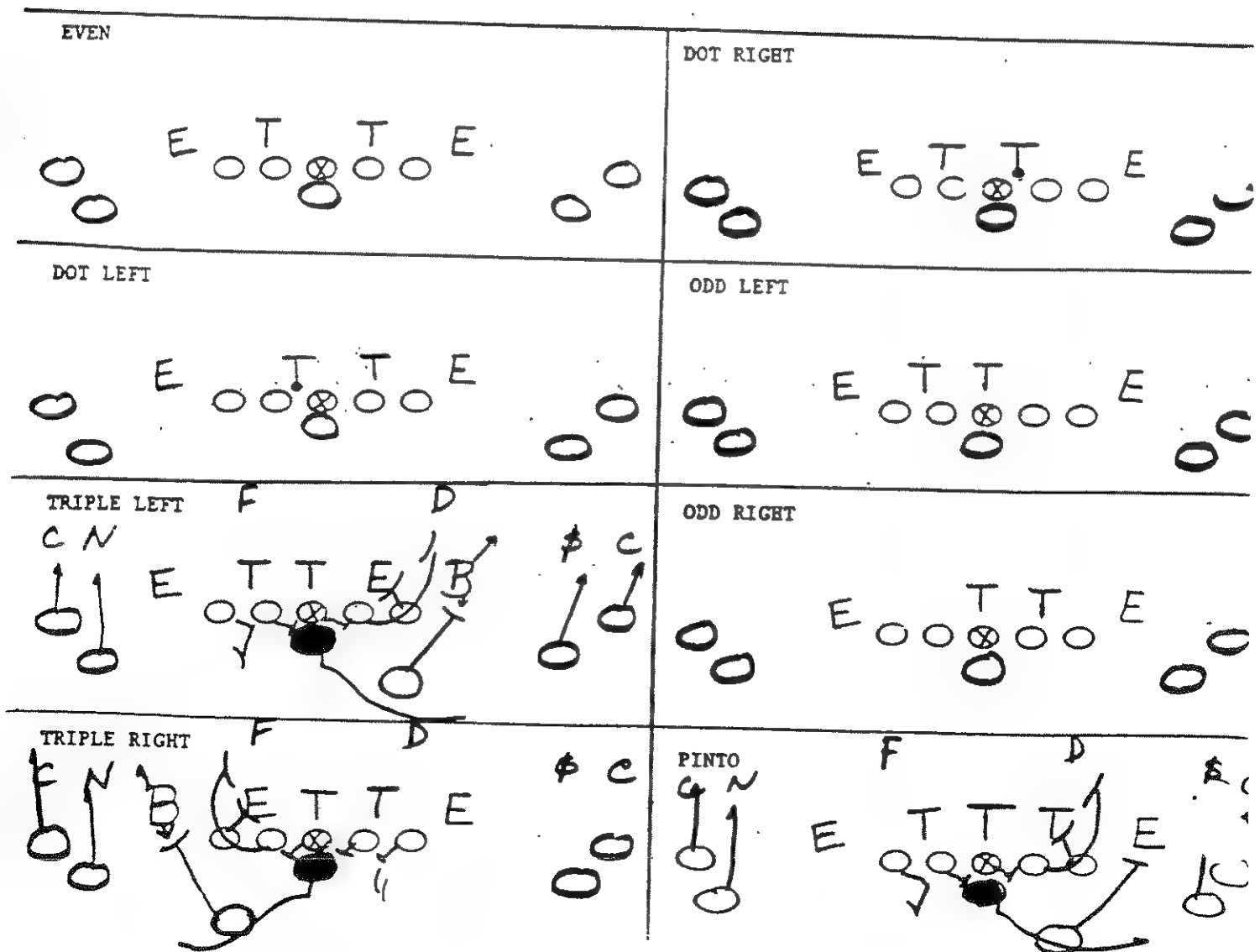
TRIPLE RIGHT



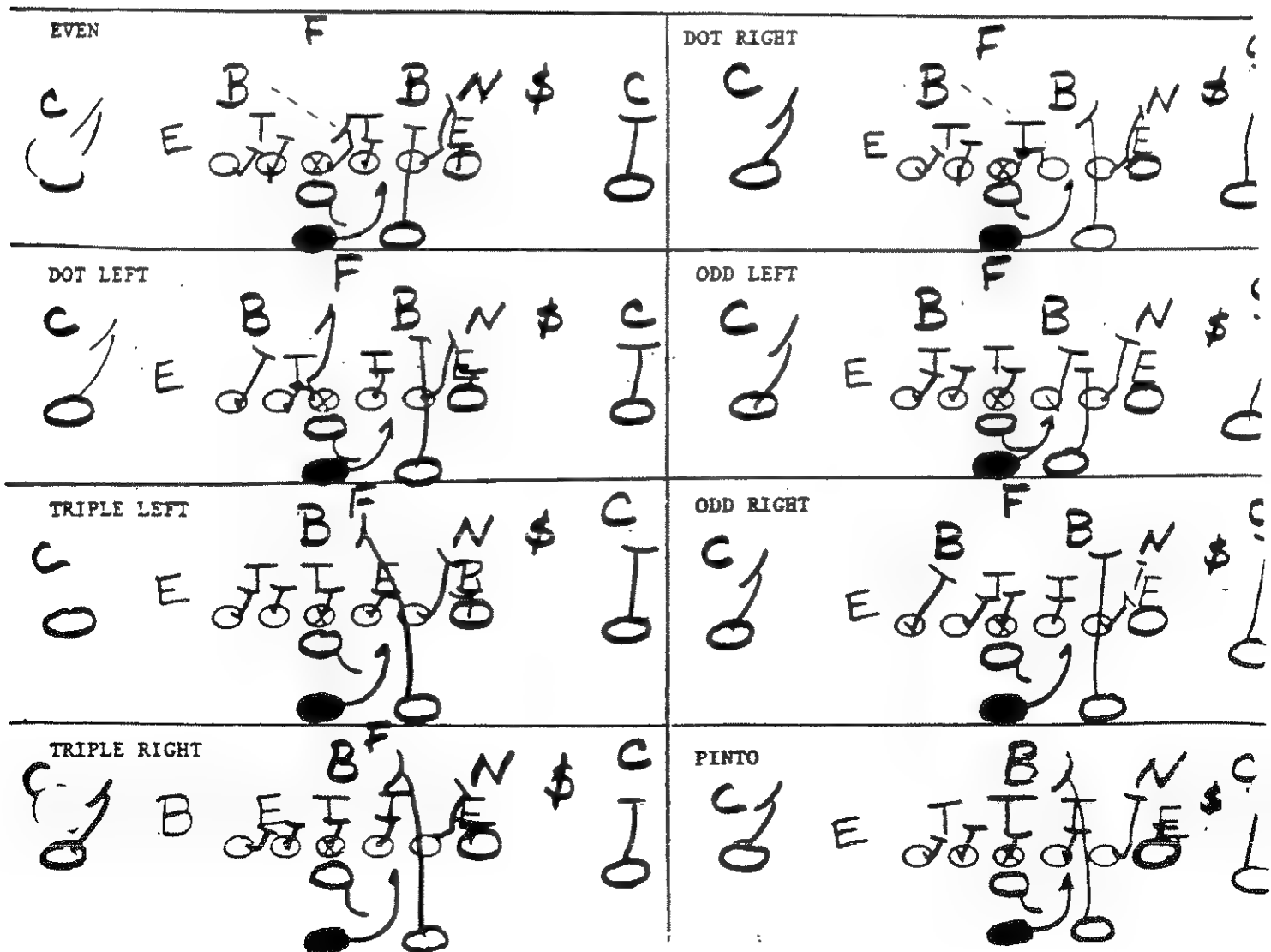
PINTO



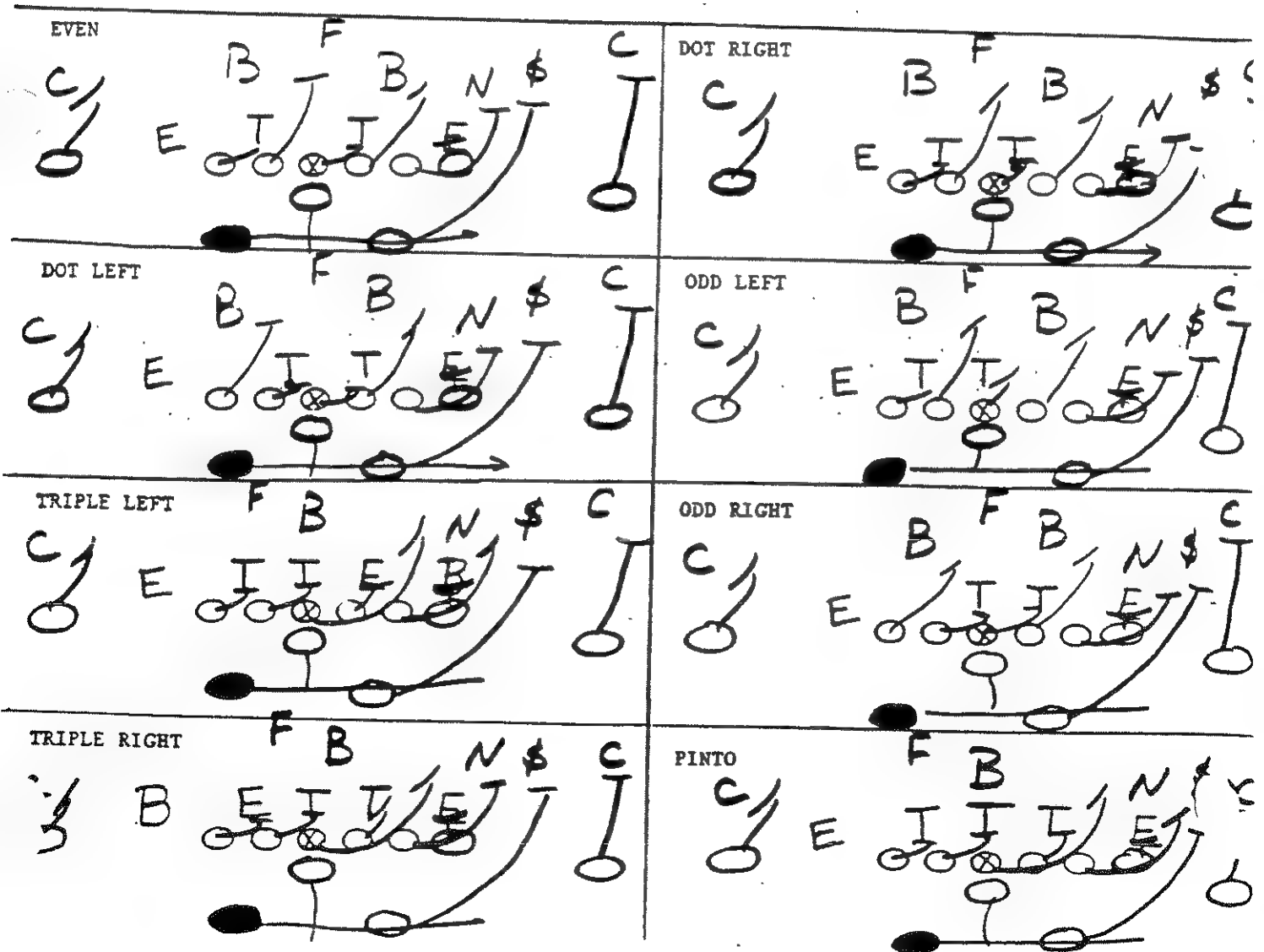
- 1) Use as Audible vs. Triple.
- 2) Back Cdt EMOL; If he Drops, Run him off.
- 3) Reno-London B.S.



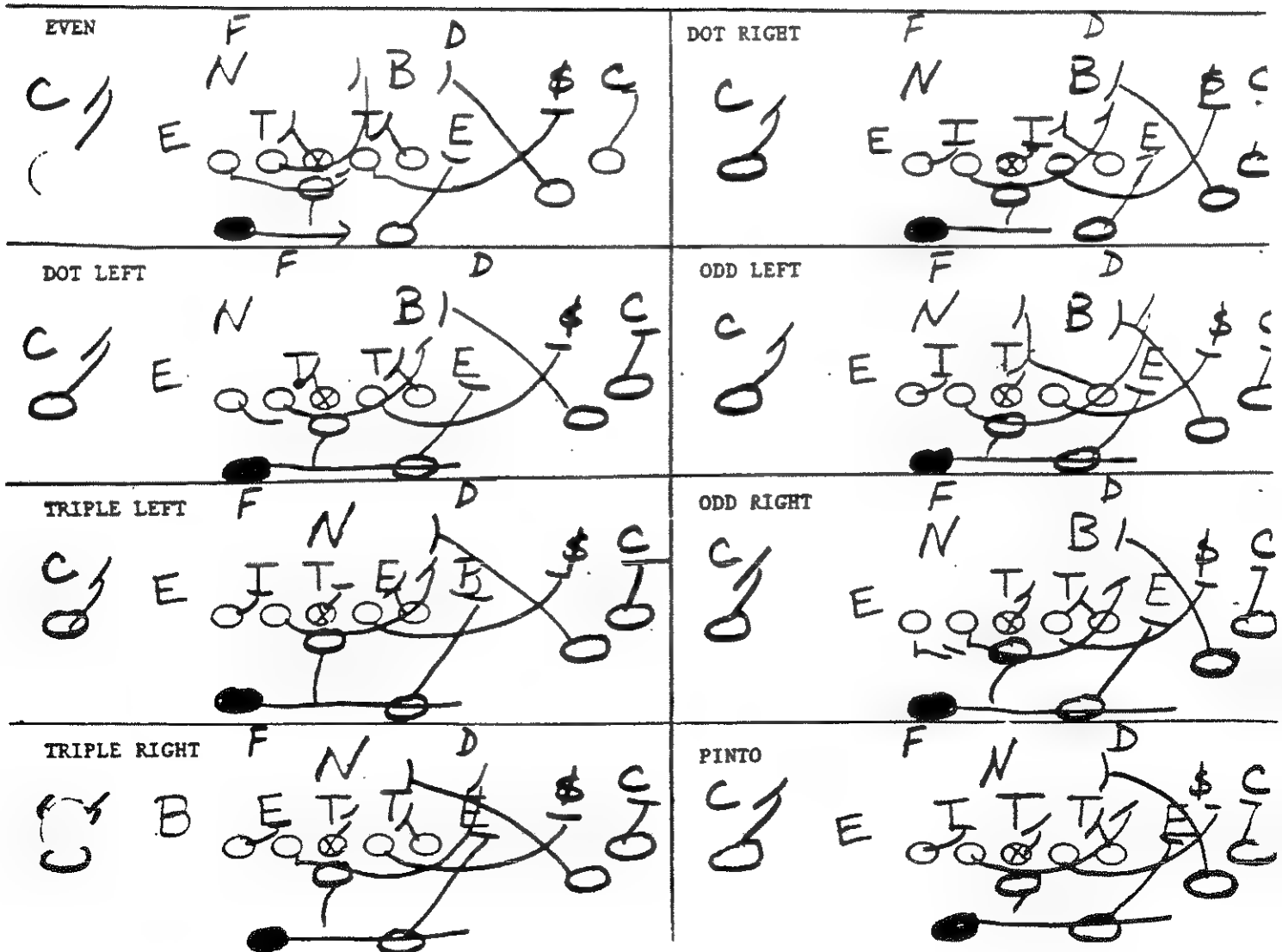
- 1) F.S.T. work with T.E. to account for man on or outside the DE.
- 2) "Kill" the BS DT if possible.



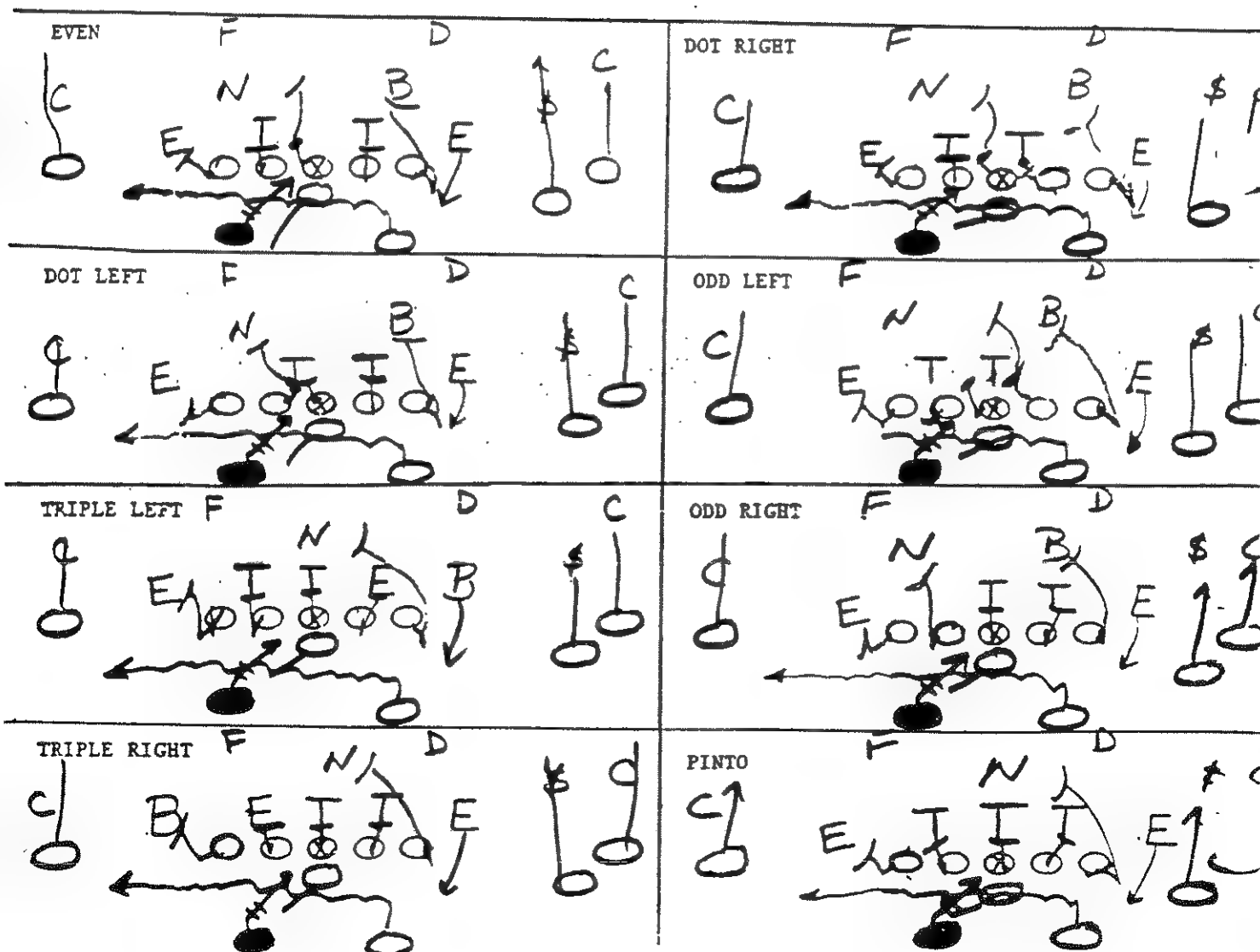
- 1) Good when the D.E. is inside and the cover man is on the TE.
(Soft) - Use B.



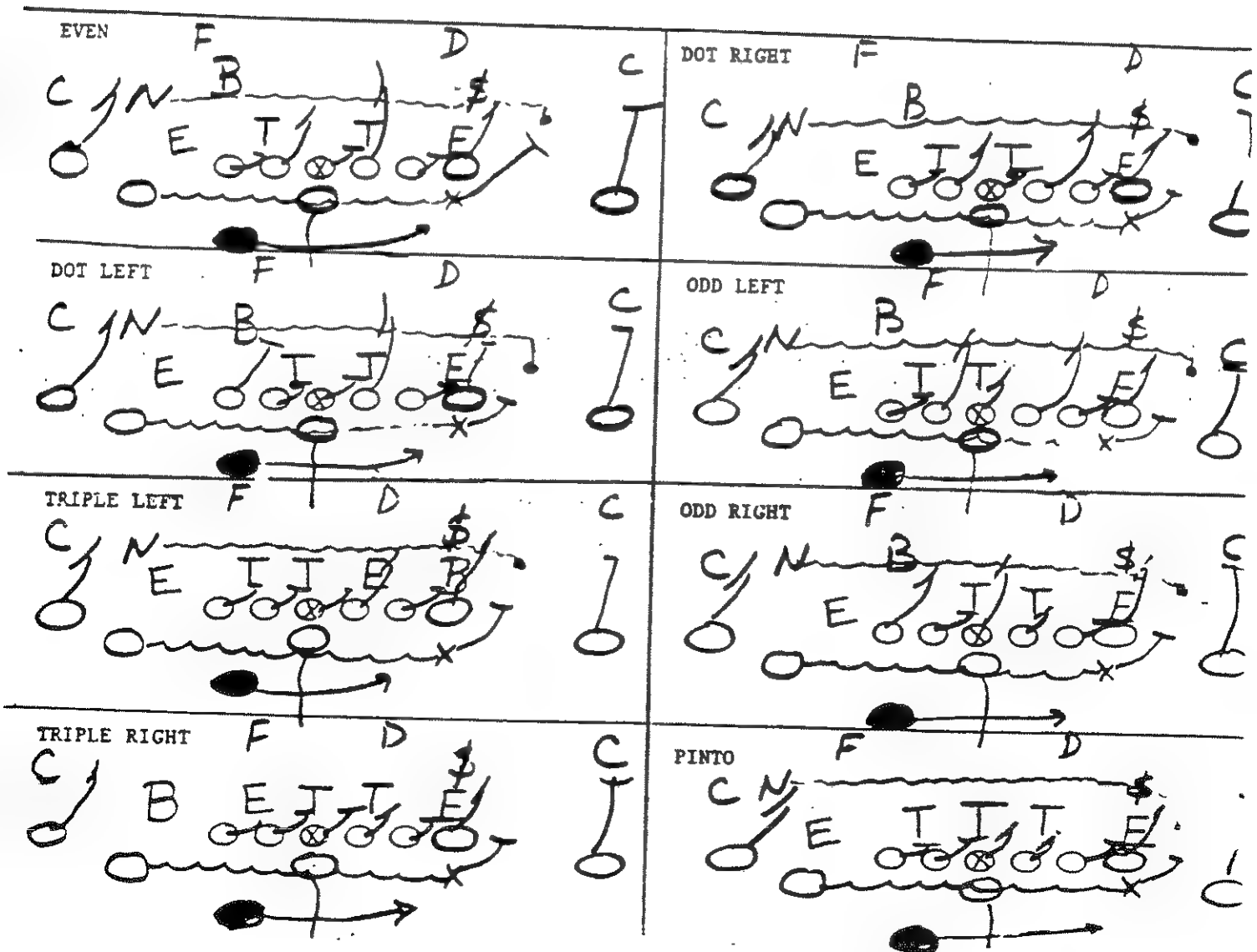
- 1) Back Cuts EMOL.
- 2) Inside Receiver Cracks LB Level.
- 3) Both Guards Pull
- 4) Vs. Bubble or Dot Onside Tackle insures the Centers Block.



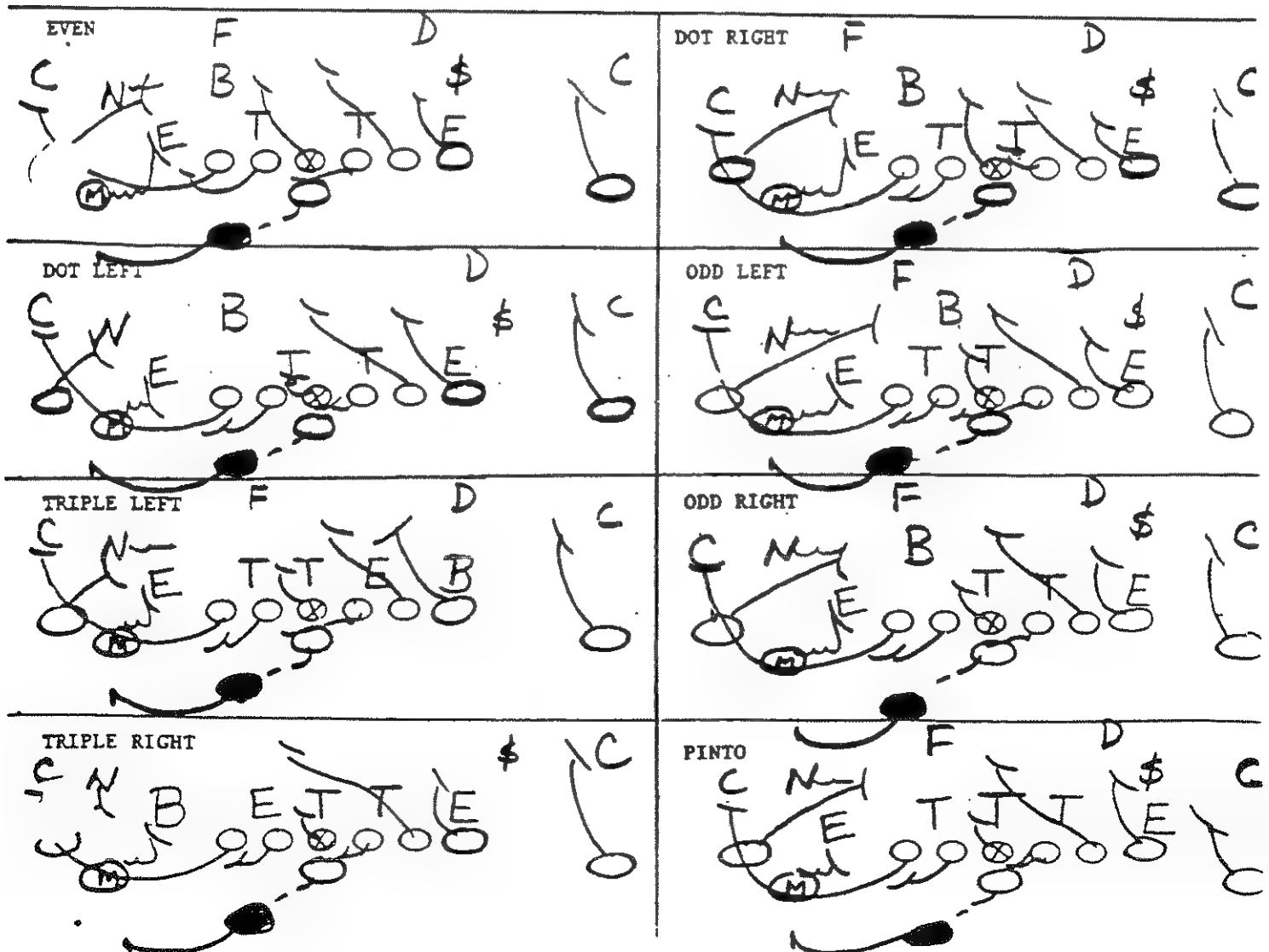
- 1) Same Rules as 51 Draw
- 2) F.B. Motion may pull out Cover Man.
- 3) Let B.S. EMOL Go.



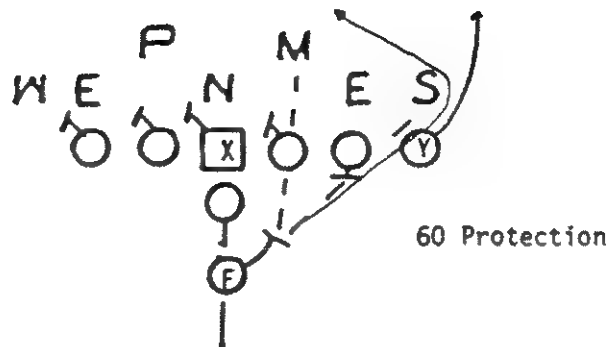
- 1) A Run to Fit in with our 70-71 Extra Protection.
- 2) QB shows Pass-Over the Top.



- 1) A Run to fit in with our 70-71 Extra Protection.
- 2) Motion tracks DE to next level.



60 SERIES



This is slide protection away from call, even number right and odd number to the left. Usually the FB has a double check call side.

1. Five or seven step drop (QB will call Short to indicate 5 step drop).
2. FB to call side with double read on LB's (inside-out).
3. 60-61 FB Check Arc, 62-63 FB Check Wide.
4. Linemen slide away from call versus 34 defense.
5. Usually one back in backfield.
6. HB scat, in most 60 Series Protections.
7. 68/69 TE blocks. No "Q". FB block MLB'er to a Thru route.
8. 64/65 two backs in backfield blocking LB's to call side. Linemen slide away from call.
9. 66-67 HB Scat - Line will slide strong...TE slide to block the Strong Safety.
10. 66-67 Max HB-FB Weak to block Win and Peg...Line slide strong...TE look to block the Strong Safety... Anticipated Strong Safety blitz.

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- 2) 32-33 Trap
- 3) 46-47 Lead and Variations
- 4) 28-29 Dick Up
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- 6) Pitch 48-49 Double Boss
- 7) Flip 8-9 Tess

B) STRONG FORMATION - GOING WEAK

- 8) HB 4-5 Crossbuck
- 9) 16-17 Boss
- 10) 16-17 Grace
- 11) 16-17 Release
- 12) 16-17 Power
- 13) HB 28-29 Grace
- 14) HB 8-9 Trap
- 15) Banana RT/LT
- 16) 36-37 Ct Boss

C) PRO FORMATION - GOING STRONG

- 17) HB 16-17 Grace Boom
- 18) 16-17 Power
- 19) 18-19 Double Boss (Poss. Express)
- 20) 48-49 Banana (Solid)
- 21) HB 28-29 Grace

D) PRO FORMATION - GOING WEAK

- 22) 28-29 Boss ("Pony")
- 23) 46-47 Boss

E) I FORMATION - GOING STRONG

- 24) 16-17 Lead and Variations
- 25) 16-17 A Lead
- 26) Toss 48-49 Double Boss

F) I FORMATION - GOING WEAK

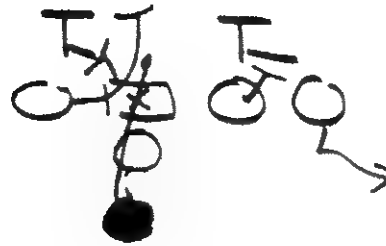
- 27) Toss 48-49 Boss
- 28) 19 Grace Special

G) OTHER - SPECIAL/TRAPS/ETC.

- 29) Cleveland
- 30) QB Take 2
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- 32) 22-23 Flk. Trap
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- 35) Sucker Dive 4
- 36) Fake 5 Cross Buck Sucker Rt.
- 37) Dive Option Rt.-Lt.
- 38) Fake 46 Around

GOAL LINE 32 TAKE VS OUT CHG

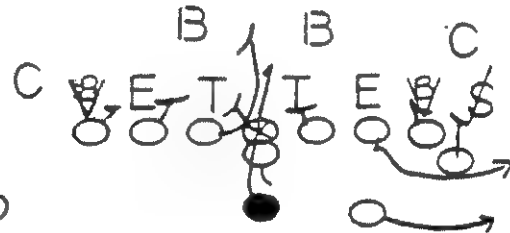
(1)



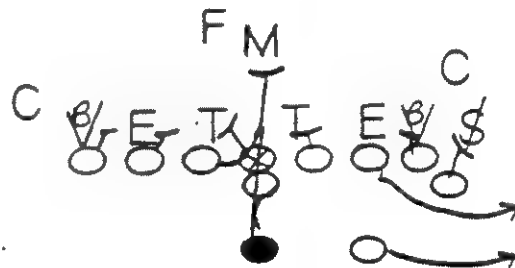
CK "TOM" VS GAP T's



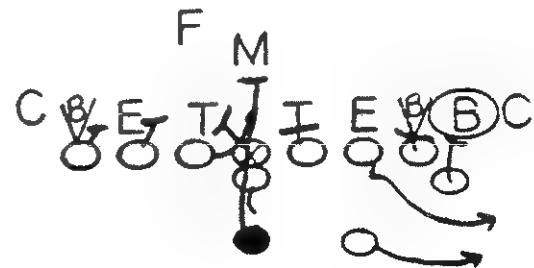
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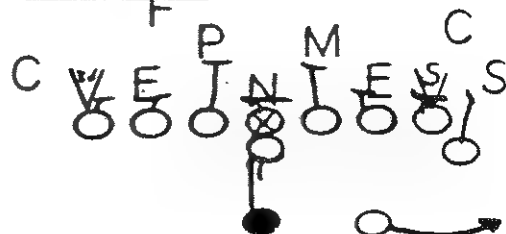


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CK M

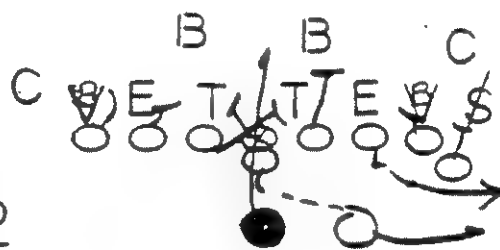


②

GOAL LINE 32 TRAP

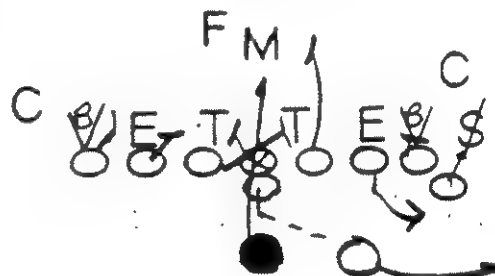
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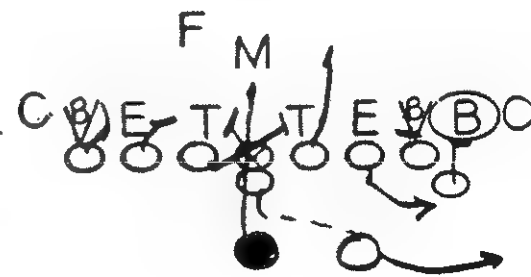
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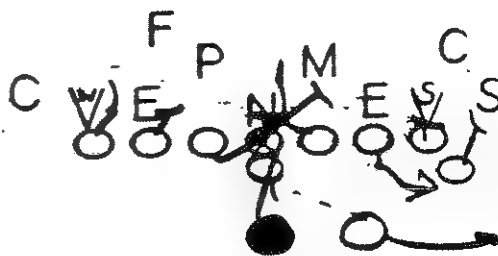
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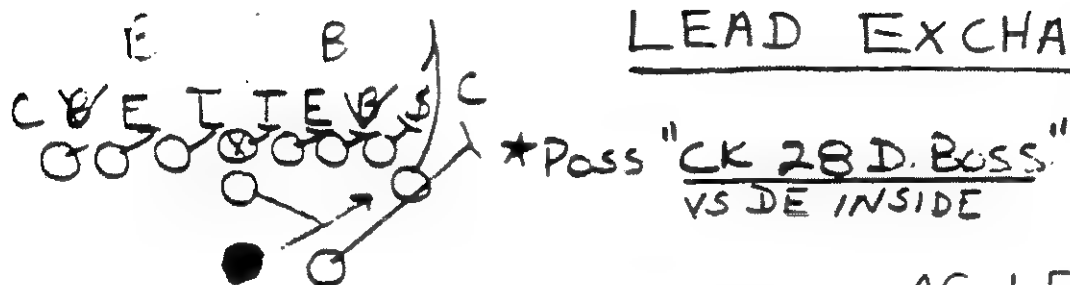


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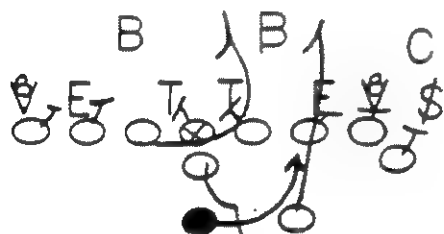


GOAL LINE 46 LEAD/ LEAD I/
LEAD RELEASE
LEAD KEEPER
LEAD EXCHANGE

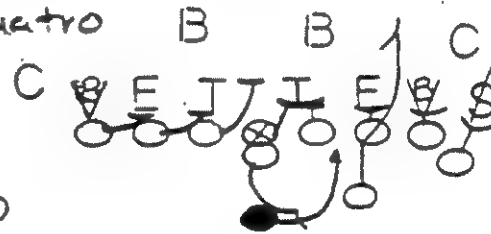


46 LEAD

LEAD I

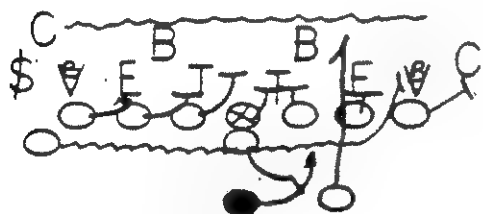


STICK
 TREY
 PONY
 QUATRO

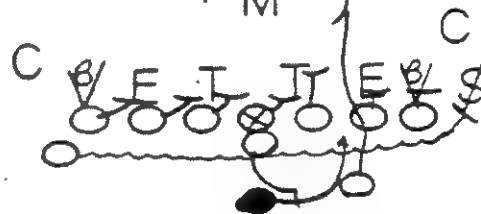


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LEAD RELEASE

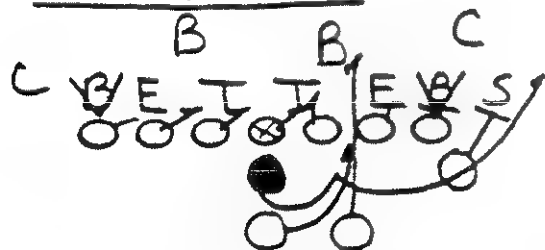


F M

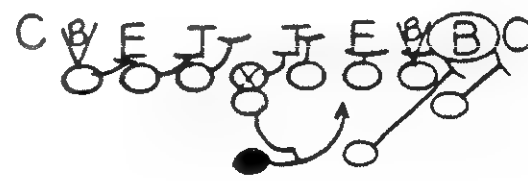


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LEAD KEEPER

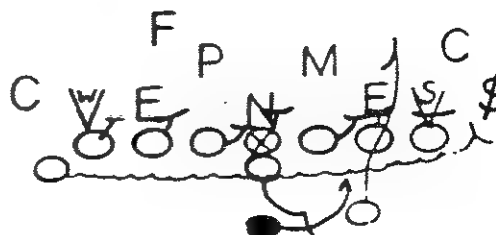
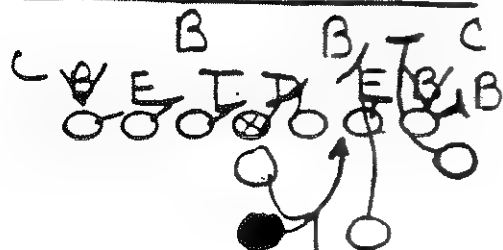


F M



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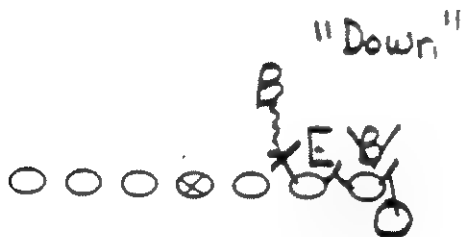
LEAD EXCHANGE



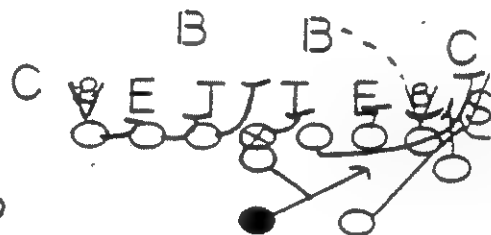
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④

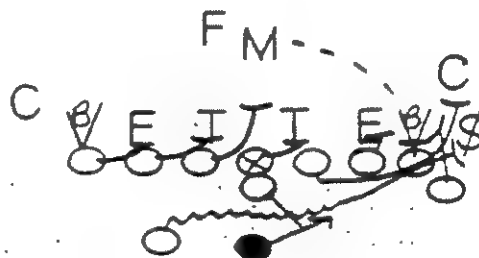
GOAL LINE 28 DICK UP



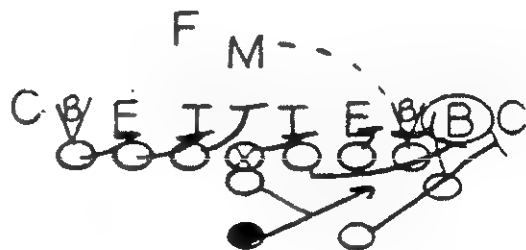
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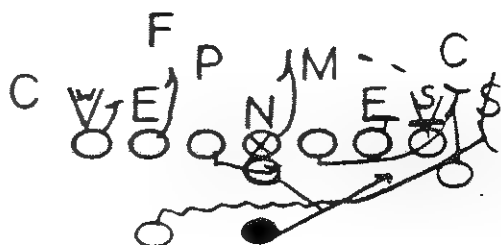
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GOAL LINE 28 DOWN

★ BEST VS Big OUT
Charges GAP STEF-NORTH 2 ↑



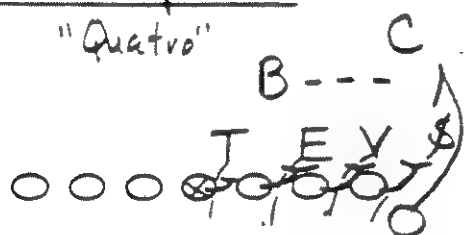
<p><u>OUT</u></p>	<p>B B C</p> <p>62</p>
<p><u>IN</u></p>	<p>F M C</p> <p>61</p>
	<p>F M C</p> <p>61</p>
	<p>CK "DICK" NO DOWN unless walk up.</p> <p>F P M C</p> <p>34</p>

⑥

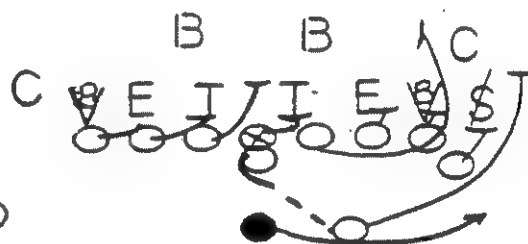
GOAL LINE PITCH 48 DOUBLE BOSS "P-48"

Poss Express

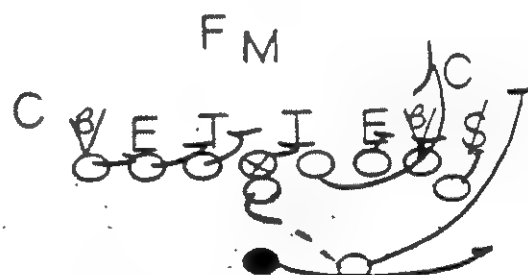
"Quatro"



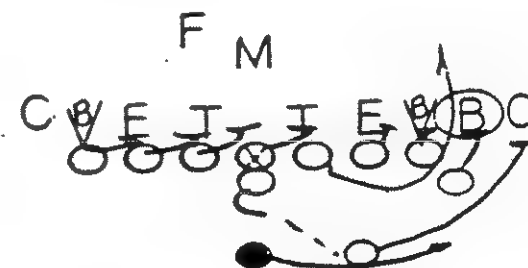
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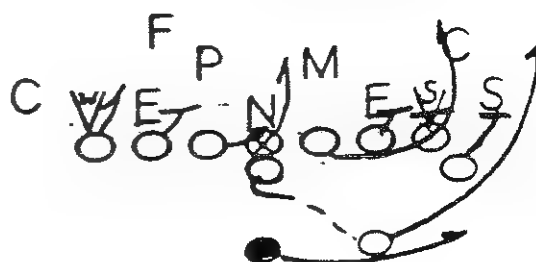
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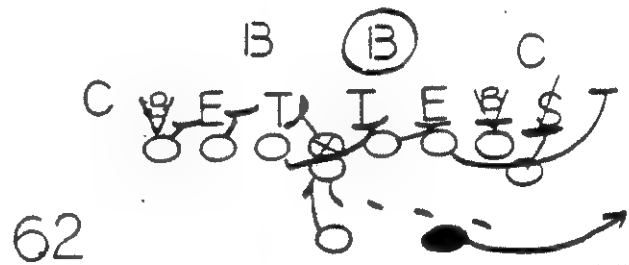
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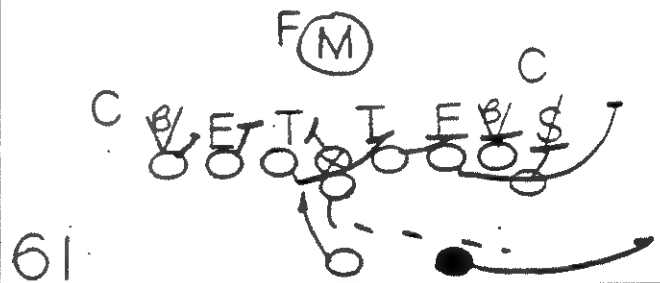
GOAL LINE FLIP 8 TESS

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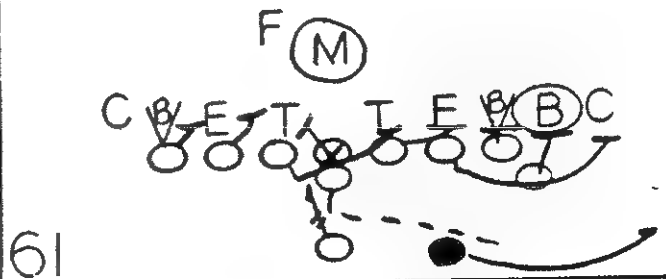
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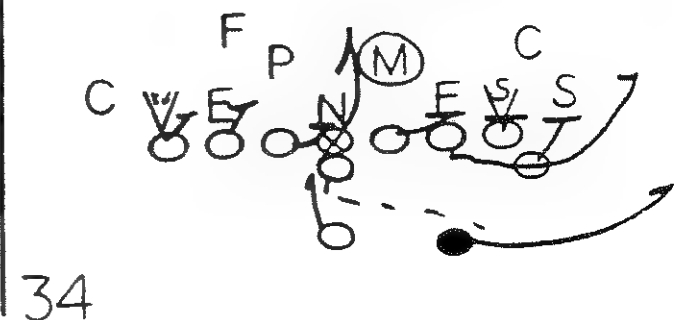
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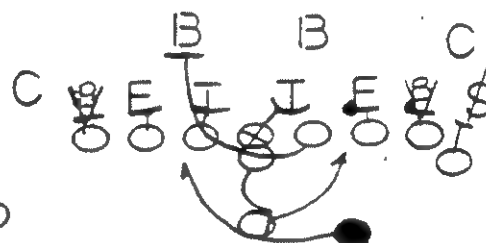


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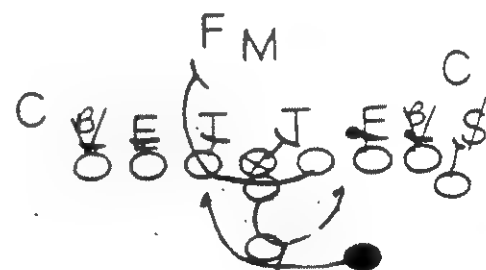
GOALLINE HB 5 CROSSBUCK



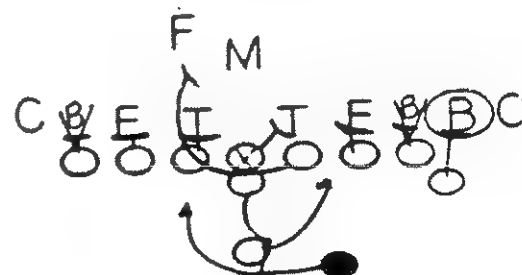
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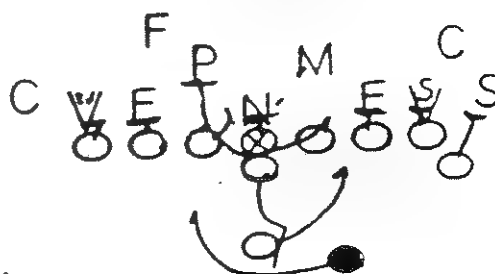
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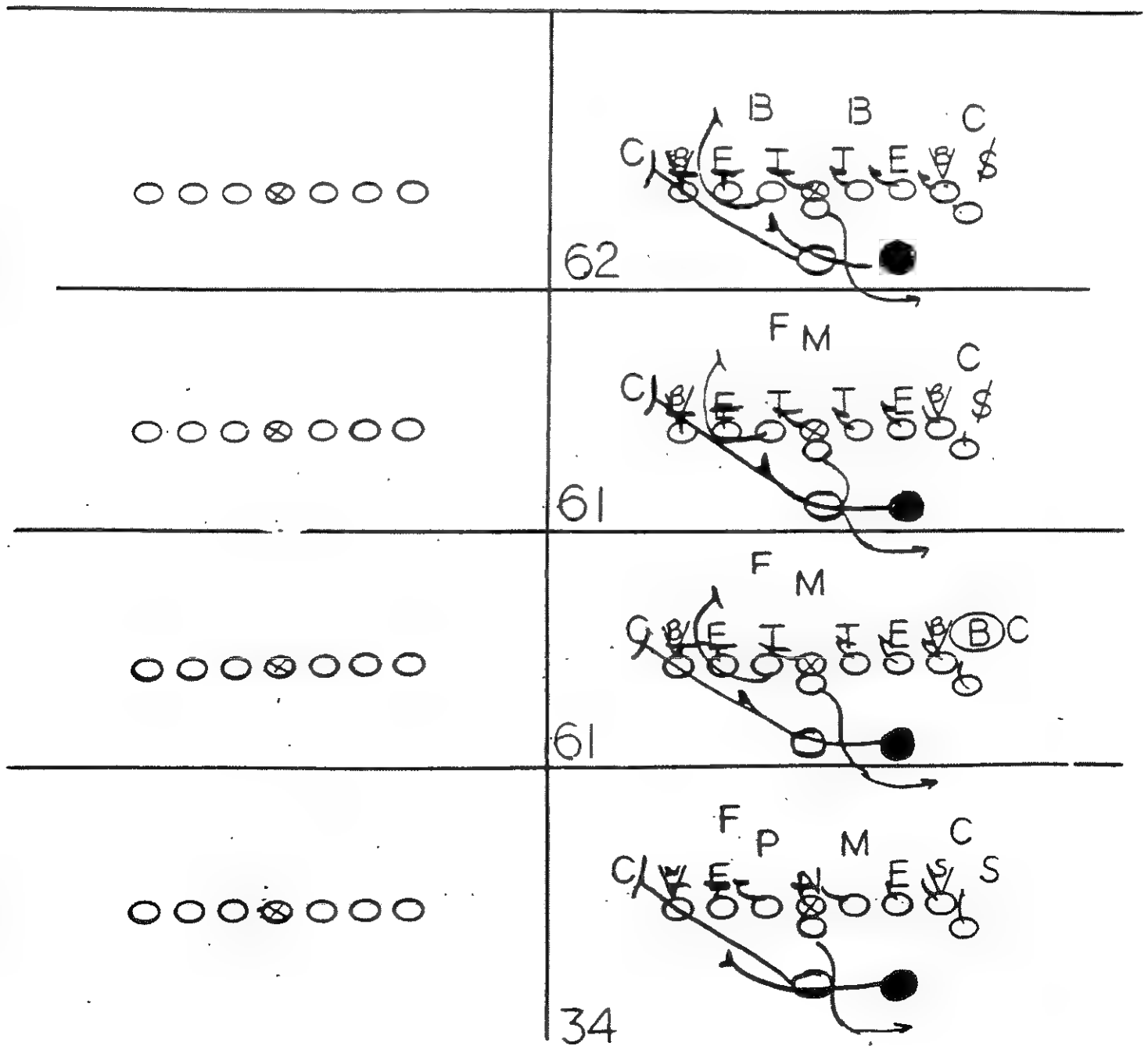


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GOAL LINE 16-17 Boss Weak

⑨

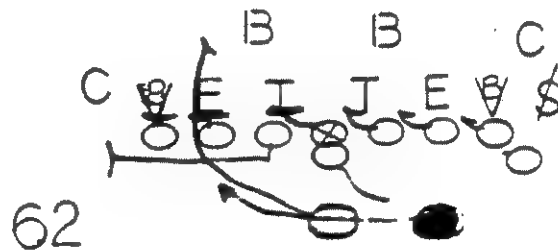


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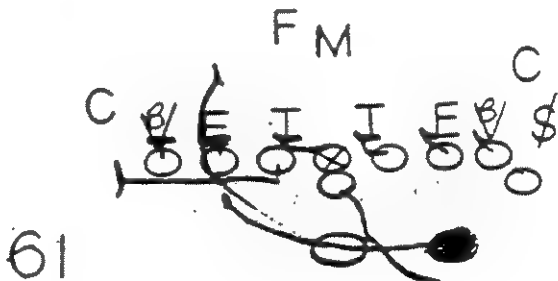
GOAL LINE 16-17 GRACE WEAK

- 1) Best VS WK pinch
- 2) NO GOOD VS. wide
PLAYING DL weak
- 3) use with a check!

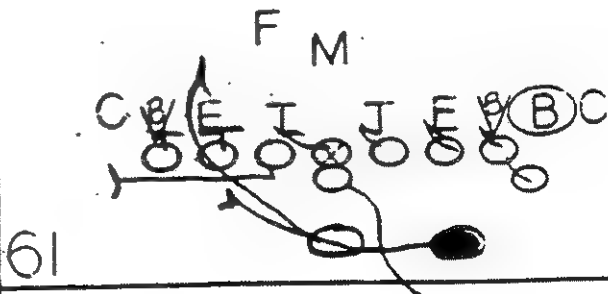
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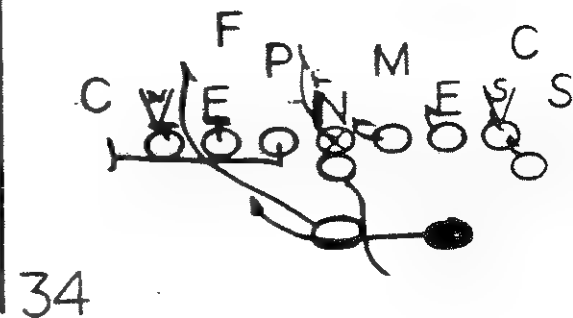
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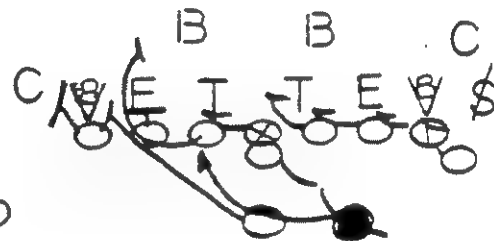
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GOAL LINE 16-17 RELEASE WEAK (11)

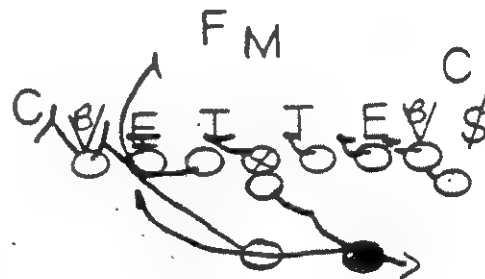
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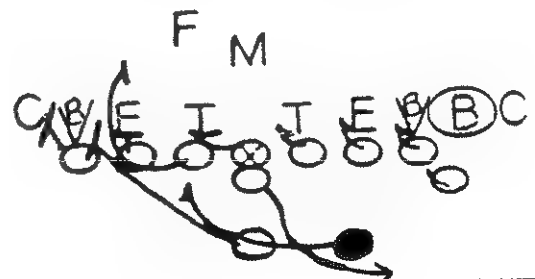
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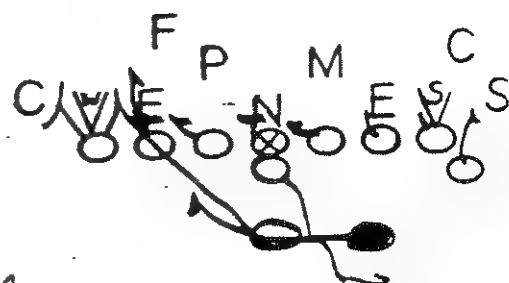
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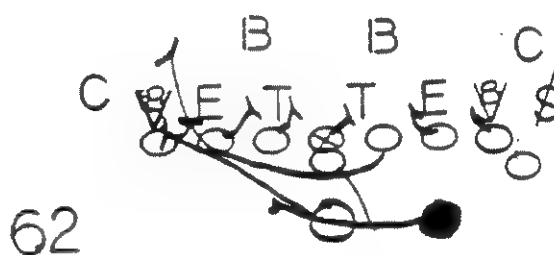
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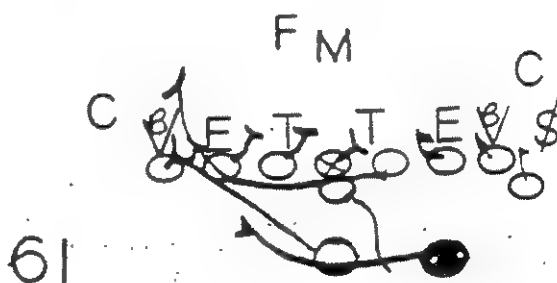
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GOAL LINE 16-17 Power Weak

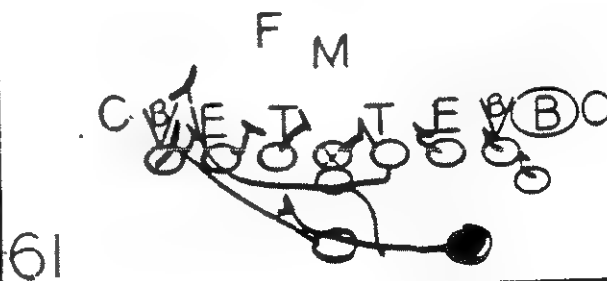
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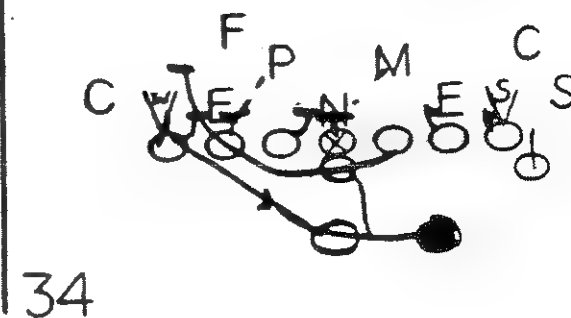
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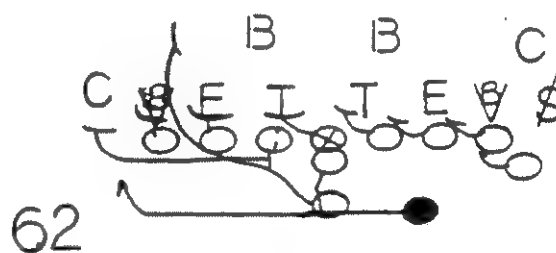
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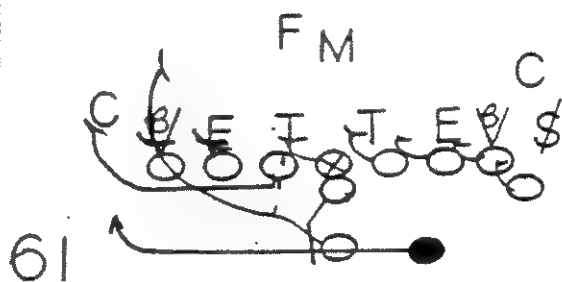
GOAL LINE HB 29 GRACE WK

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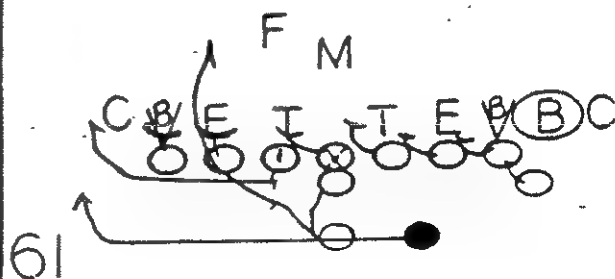
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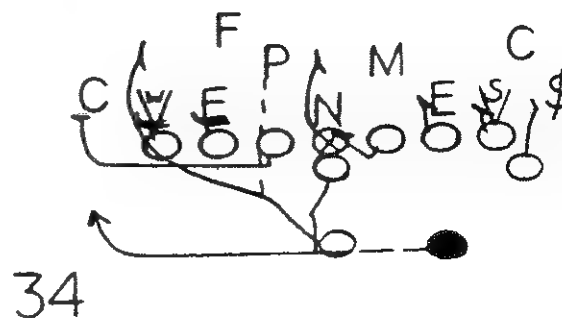
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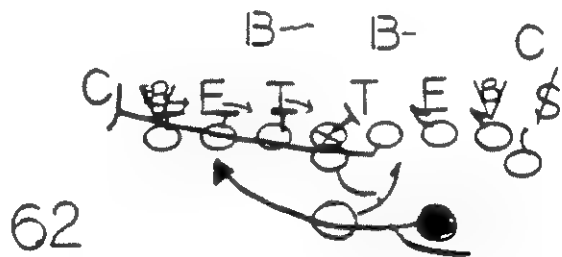
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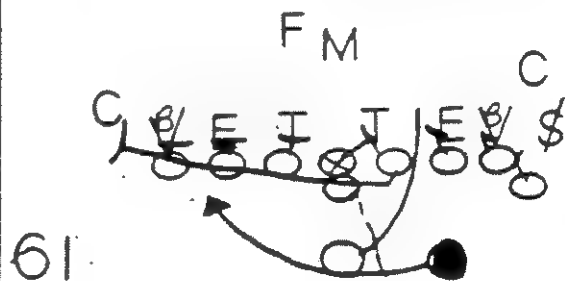
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GOAL LINE HB 9 TRAP

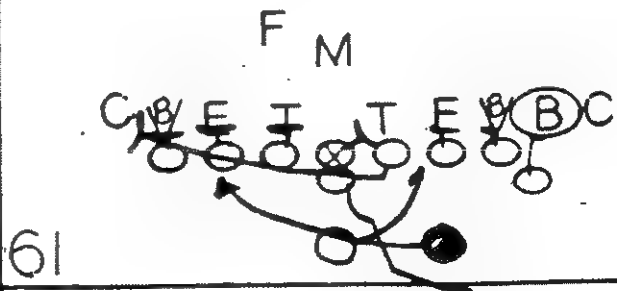
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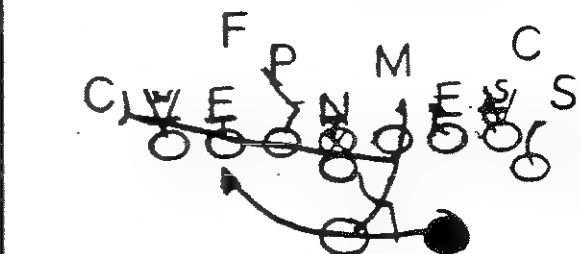
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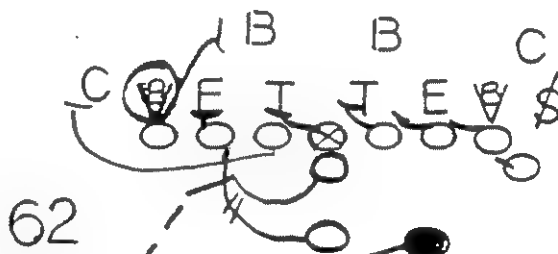
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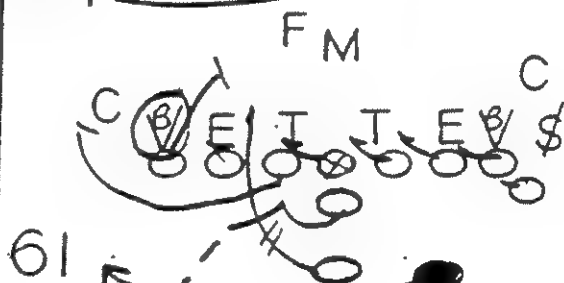
GOAL LINE BANANA RT, LT Weak

(15)

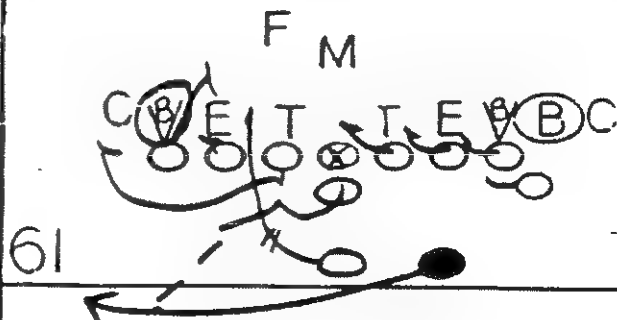
○ ○ ○ ⊗ ○ ○ ○



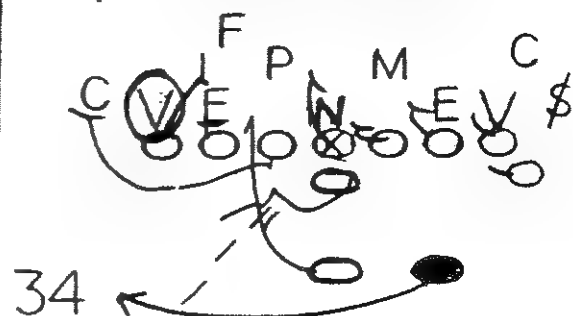
○ ○ ○ ⊗ ○ ○ ○



○ ○ ○ ⊗ ○ ○ ○



○ ○ ○ ⊗ ○ ○ ○

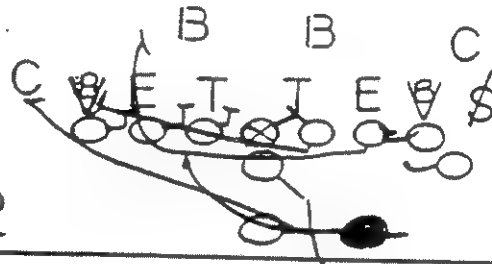


(16)

GOAL LINE 36-37 CT BOSS WK

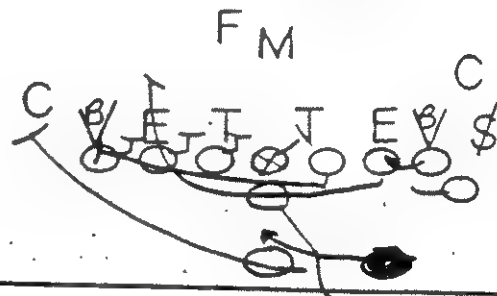
○ ○ ○ ⊗ ○ ○ ○

62



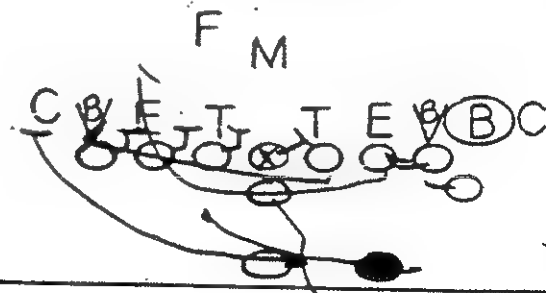
○ ○ ○ ⊗ ○ ○ ○

61



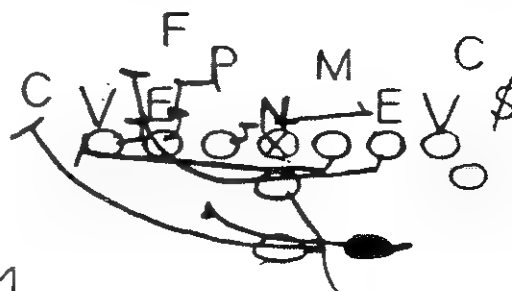
○ ○ ○ ⊗ ○ ○ ○

61



○ ○ ○ ⊗ ○ ○ ○

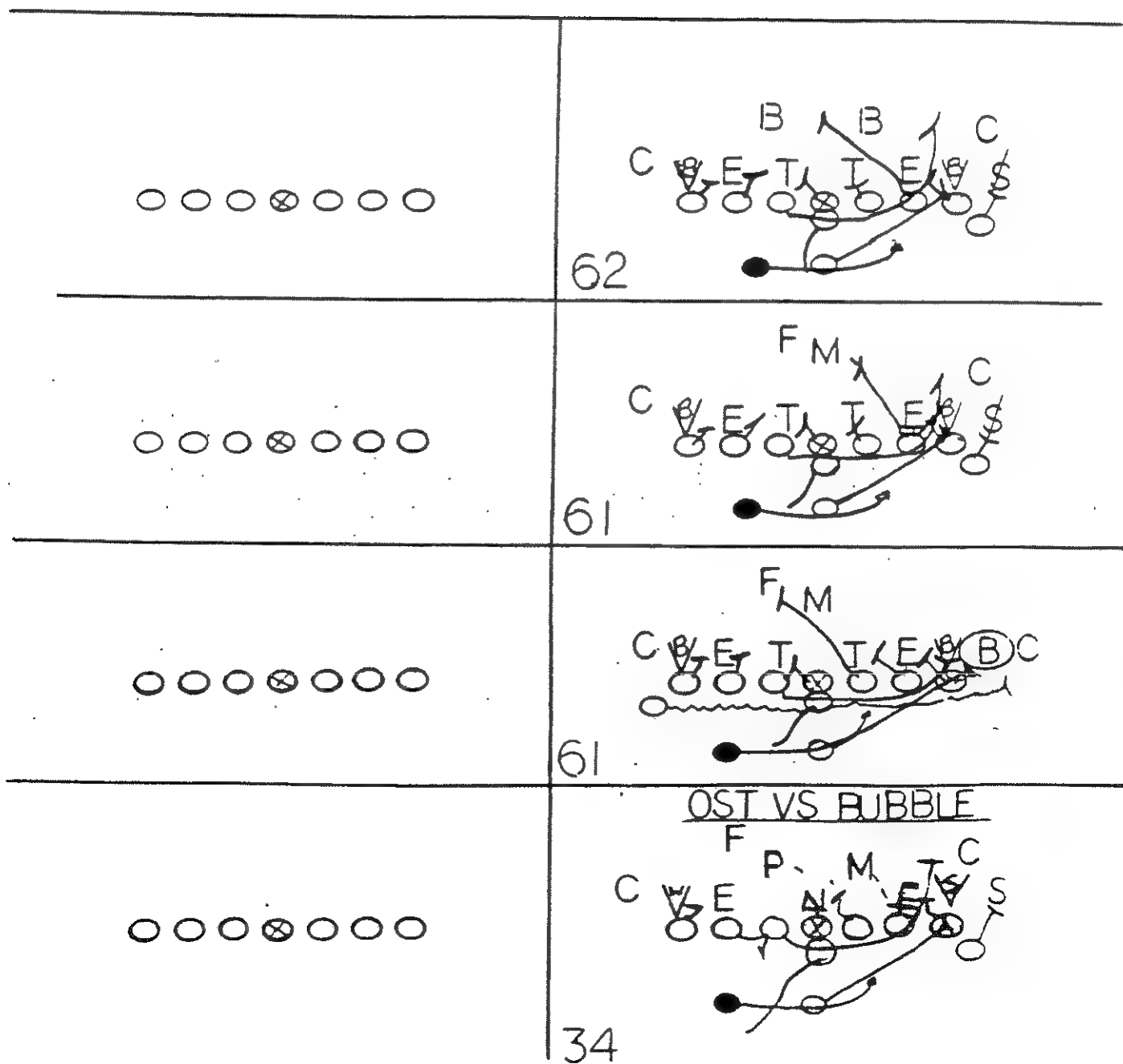
34





18

GOAL LINE 16 POWER

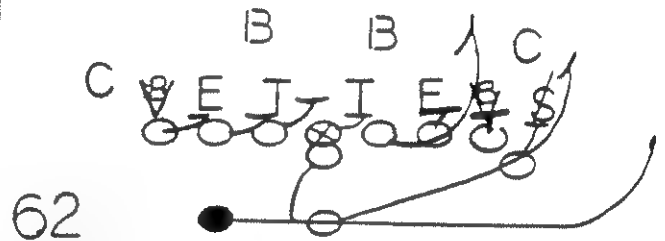


GOAL LINE 18 DOUBLE BOSS

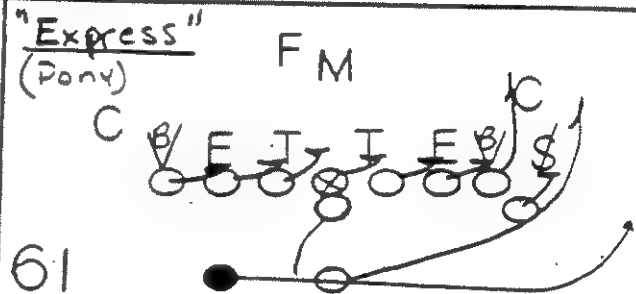
19

Poss Express (Pony)
(Quatre)

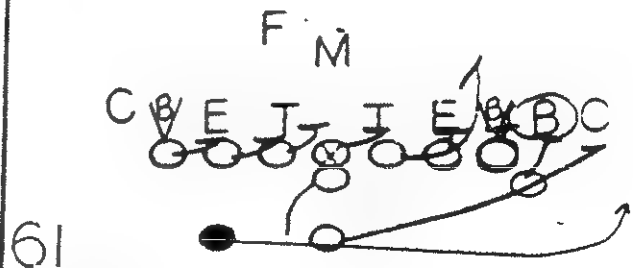
○ ○ ○ ⊗ ○ ○ ○



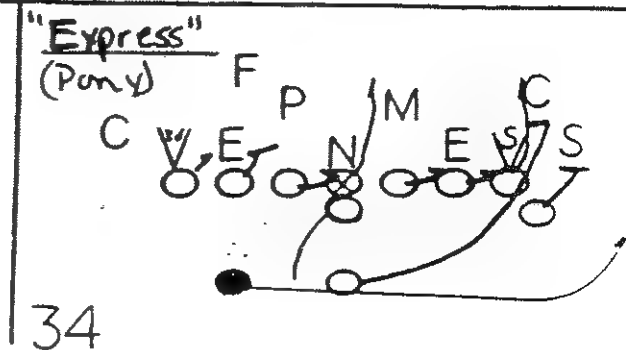
○ ○ ○ ⊗ ○ ○ ○



○ ○ ○ ⊗ ○ ○ ○











○ ○ ○ ⊗ ○ ○ ○



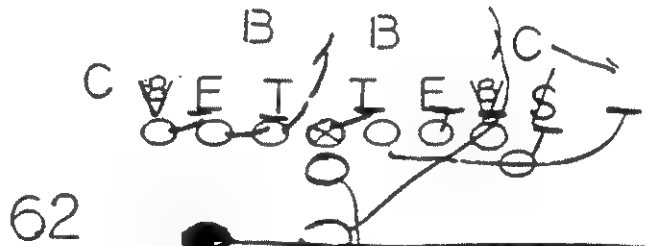
20

GOAL LINE 48-49 BANANA
"BOOM" or "SOLID"

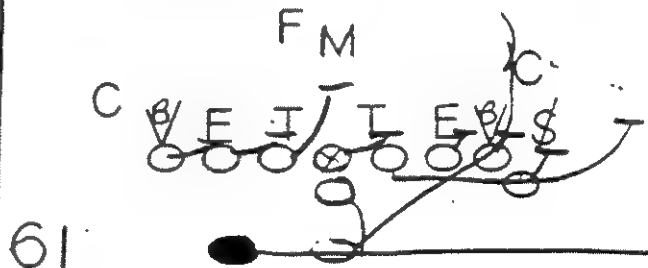
	<p><u>BANANA BOOM</u></p> <p>B B C</p> <p>C V E T I E V S</p> <p>62</p> 
	<p><u>BANANA SOLID</u></p> <p>F M</p> <p>C V E T I E V S</p> <p>61</p> 
	<p>F M <u>BANANA SOLID</u></p> <p>C V E T I E V S</p> <p>61</p> 
	<p><u>BANANA BOOM</u></p> <p>F P M C</p> <p>C V E N E S S</p> <p>34</p> 

GOAL LINE HB 28-29 GRACE STRONG (21)
(GOOD SY)

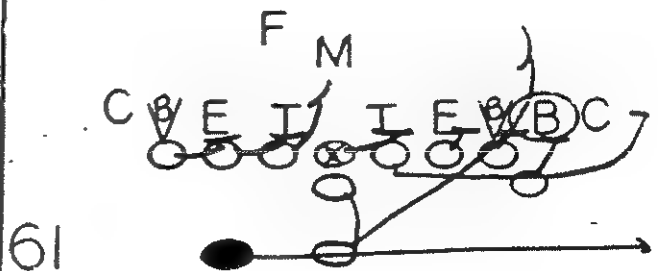
○ ○ ○ ⊗ ○ ○ ○



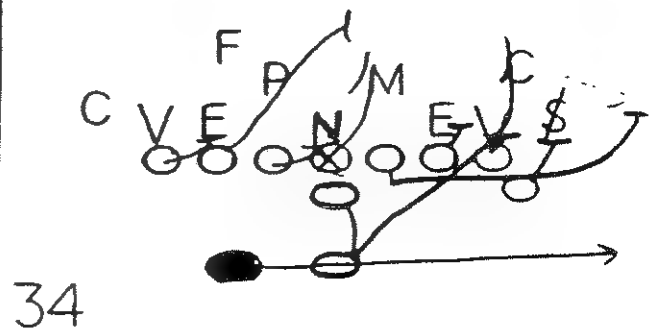
○ ○ ○ ⊗ ○ ○ ○



○ ○ ○ ⊗ ○ ○ ○



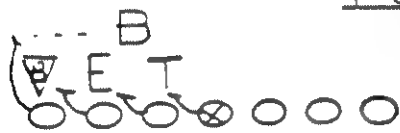
○ ○ ○ ⊗ ○ ○ ○



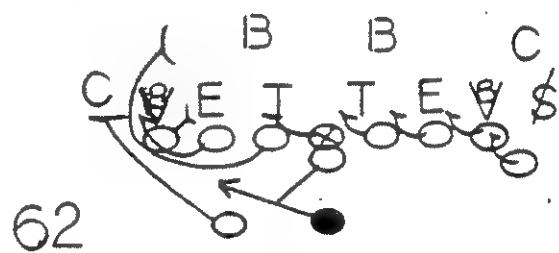
GOAL LINE 29 BOSS-WEAK

"Pony"

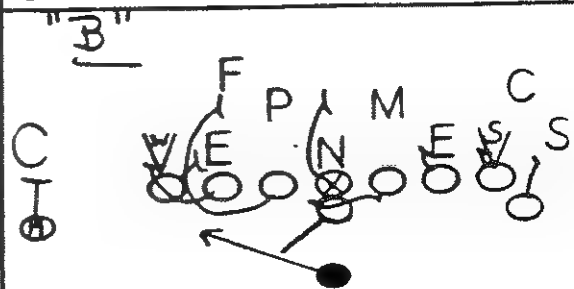
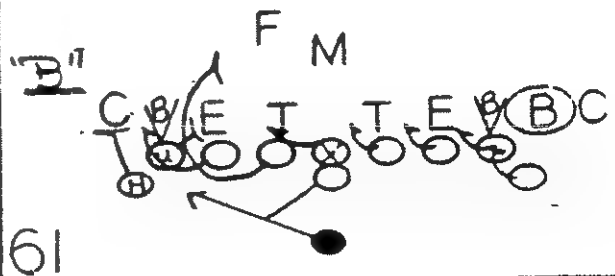
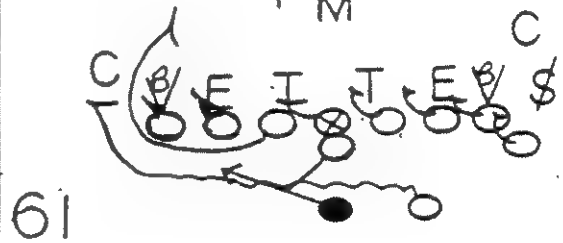
POSS XPRESS
"PONY"



"B"



"Gone"

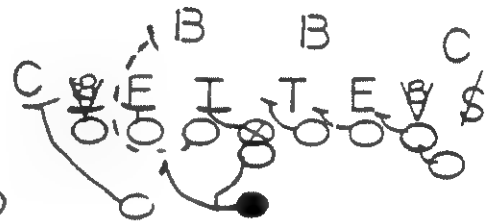


23

GOAL LINE 47 BOSS WK

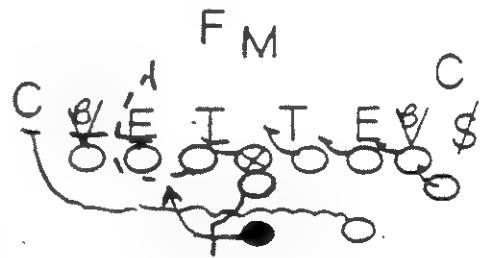
○ ○ ○ ⊗ ○ ○ ○

62



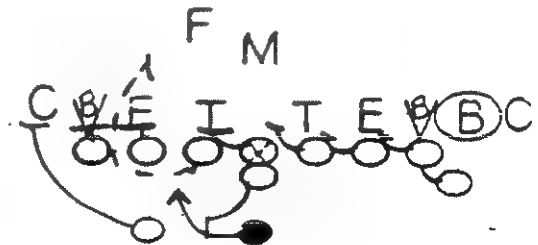
○ ○ ○ ⊗ ○ ○ ○

61



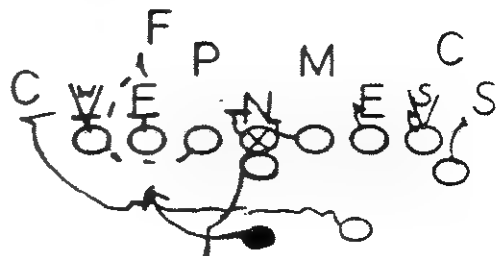
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61



○ ○ ○ ⊗ ○ ○ ○

34

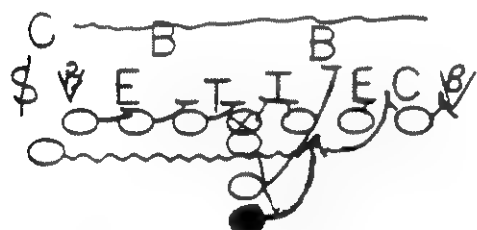


GOAL LINE 16 LEAD/ LEAD I LEAD RELEASE

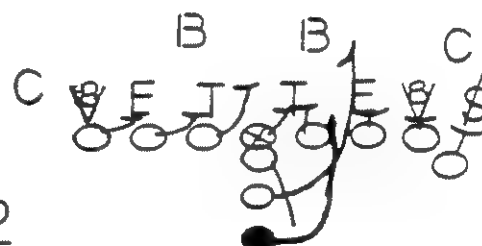
(29)

16 LEAD

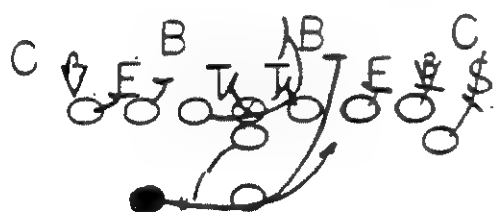
16 LEAD RELEASE



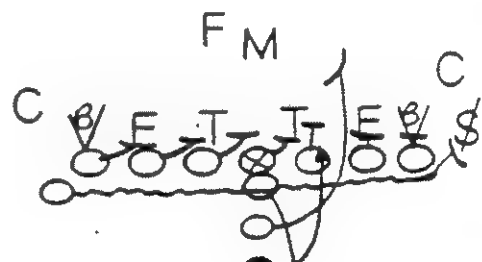
62



16 LEAD I

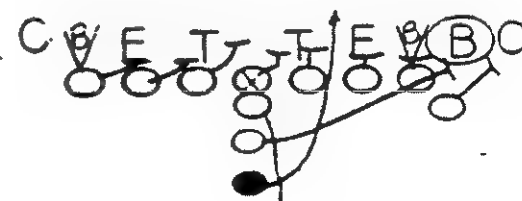


61



F M

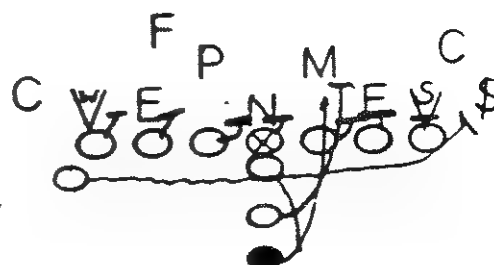
○○○⊗○○○



61

F P M

○○○⊗○○○

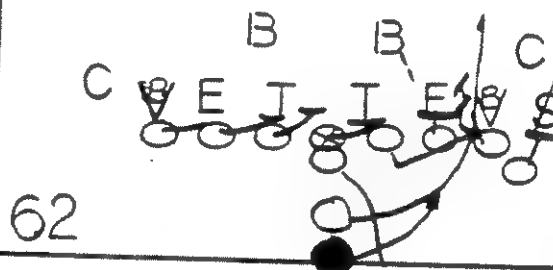


34

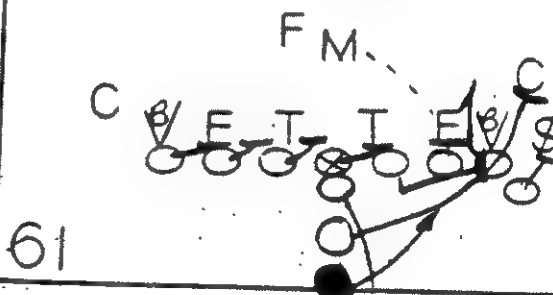
25

GOAL LINE 16-17 A LEAD STRONG

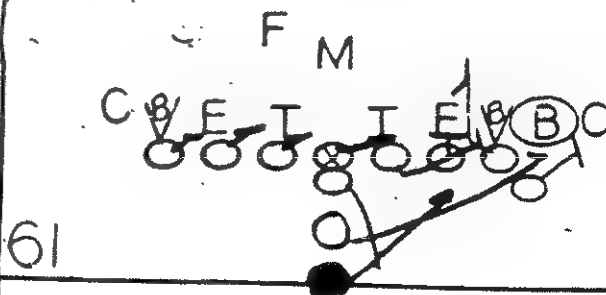
○ ○ ○ ⊗ ○ ○ ○



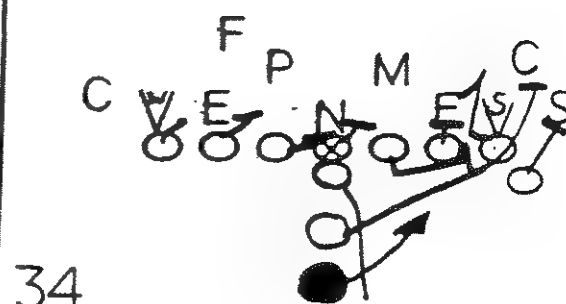
○ ○ ○ ⊗ ○ ○ ○



○ ○ ○ ⊗ ○ ○ ○

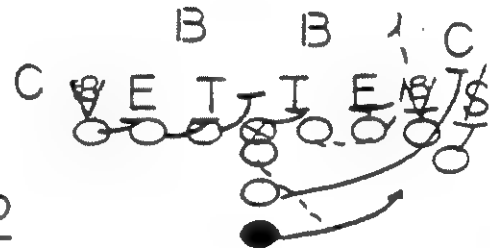
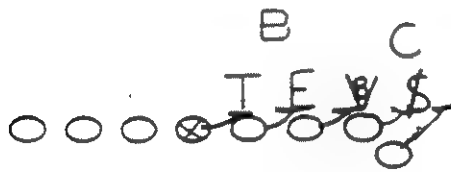


○ ○ ○ ⊗ ○ ○ ○

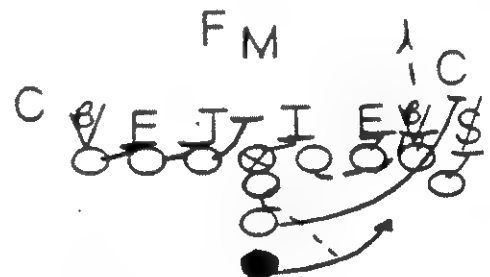
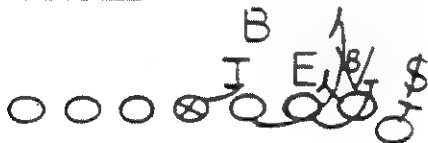


GOAL LINE TOSS 48 DOUBLE BOSS (26)

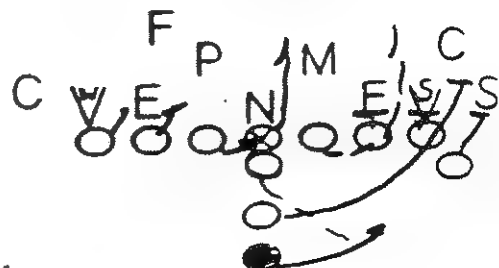
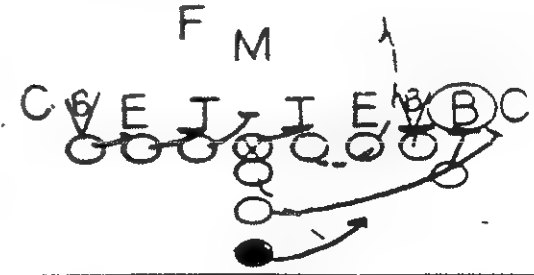
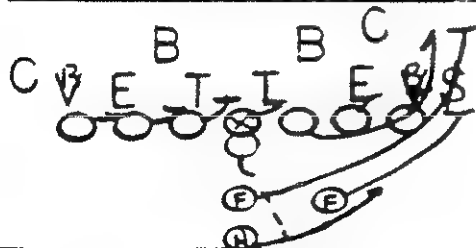
POSS XPRESS "Quattro"



POSS B BOSS



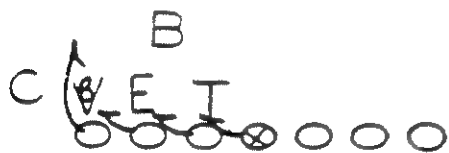
TOSS 48 DOUBLE BOSS



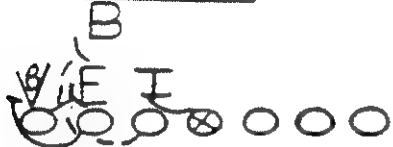
27

GOAL LINE TOSS 49 BOSS WEAK
POSS PITCH

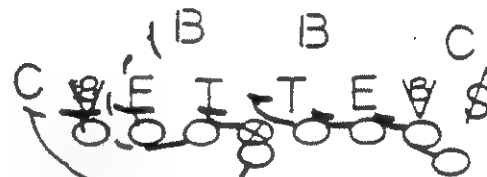
POSS XPRESS



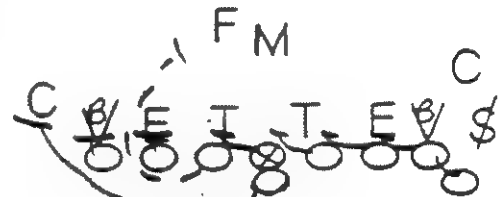
POSS B



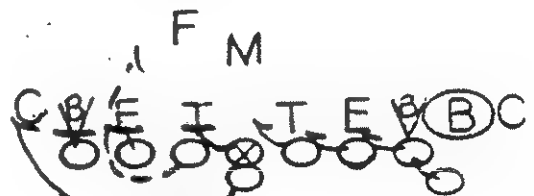
62



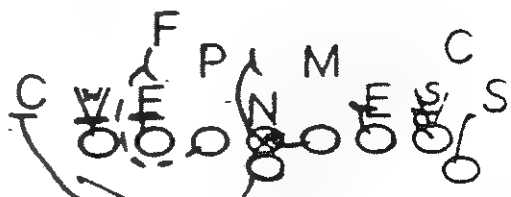
61



61



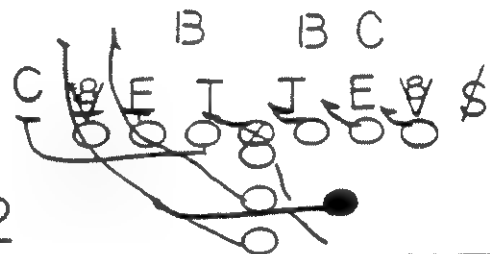
34



GOAL LINE POWER I RT
19 GRACE SPEC.

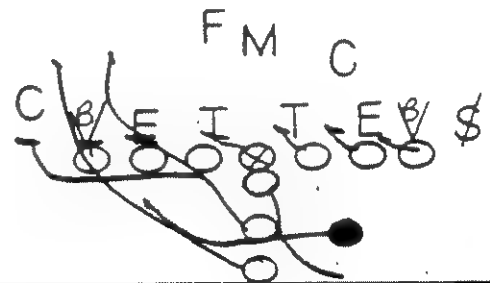
○ ○ ○ ⊗ ○ ○ ○

62



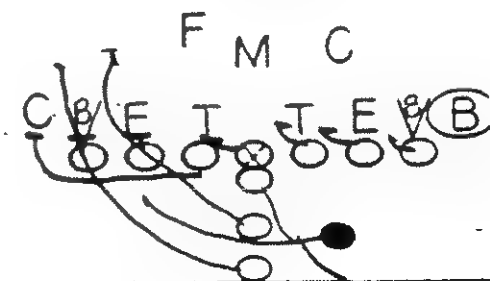
○ ○ ○ ⊗ ○ ○ ○

61



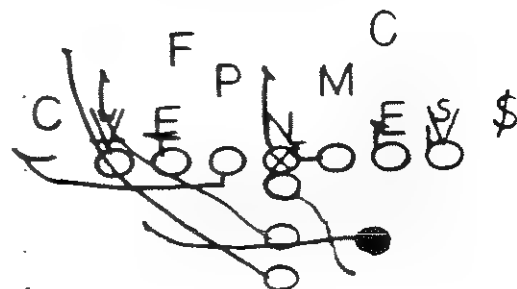
○ ○ ○ ⊗ ○ ○ ○

61



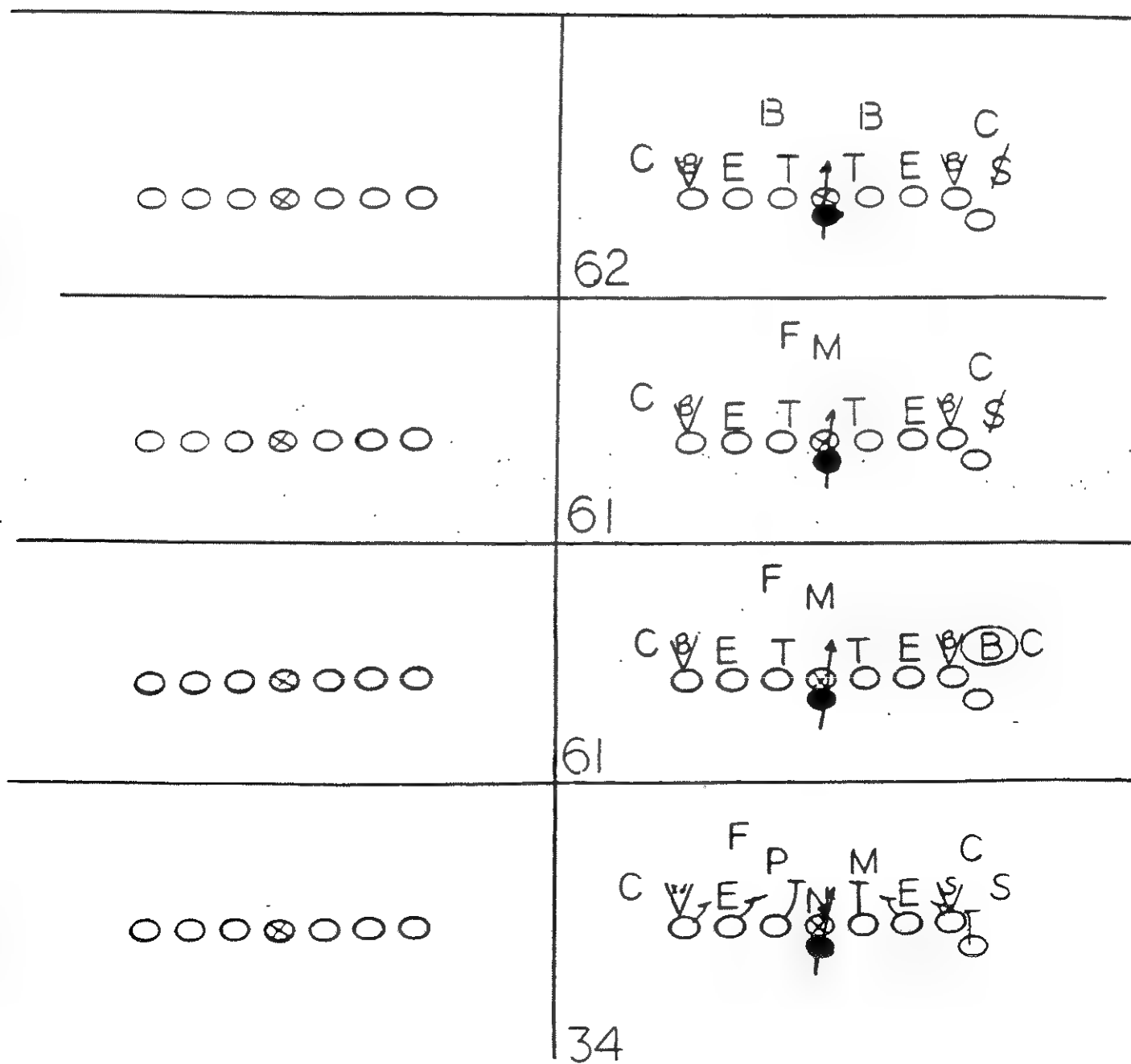
○ ○ ○ ⊗ ○ ○ ○

34



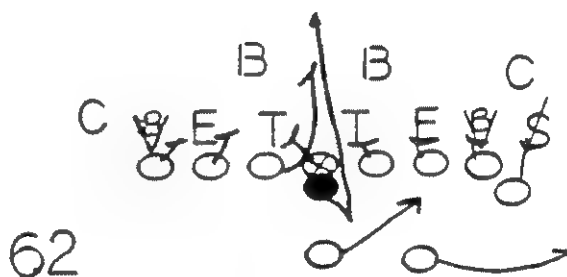
29

GOAL LINE CLEVELAND AUD.

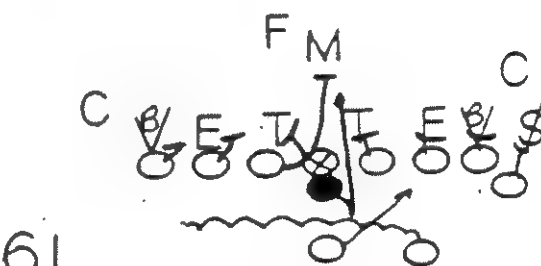


GOAL LINE QB TAKE 2

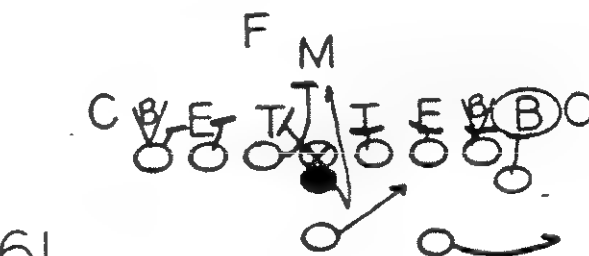
(30)



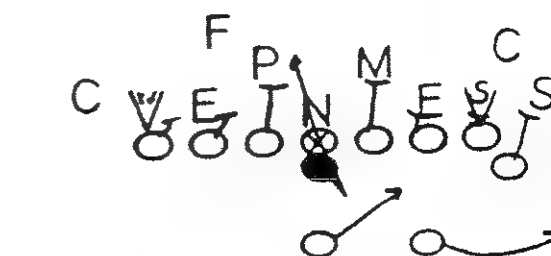
62



61



61



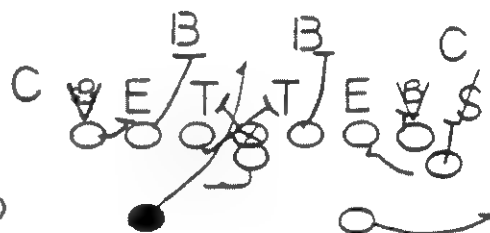
34

31

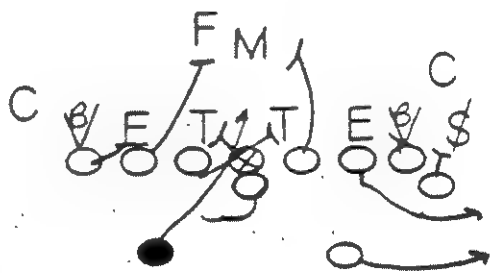
GOAL LINE 22 TRAP



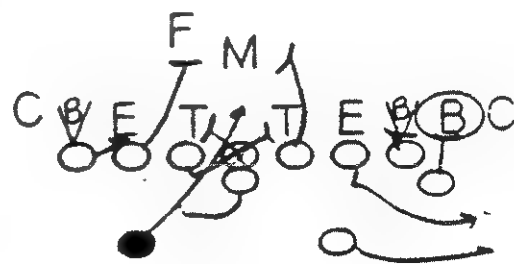
62



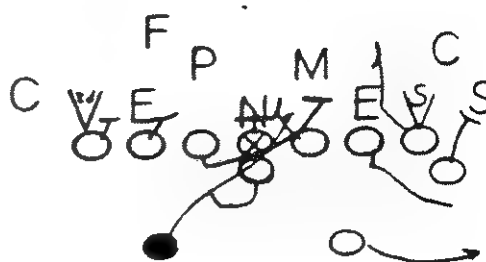
61



61



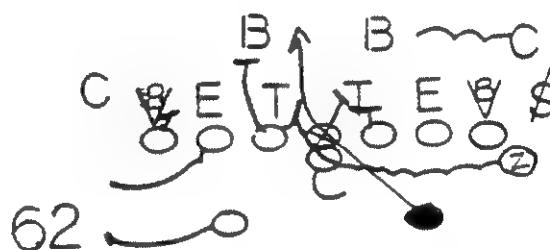
34



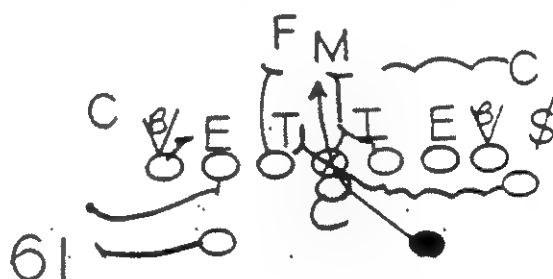
GOAL LINE 23 FLK TRAP

32

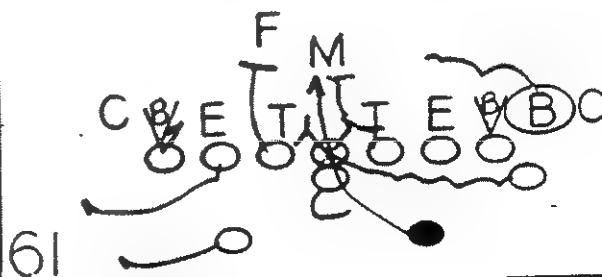
○ ○ ○ ⊗ ○ ○ ○



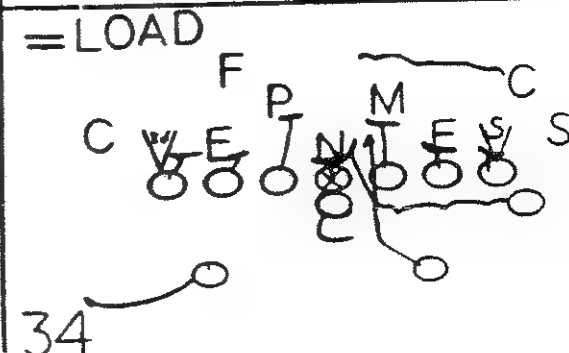
○ ○ ○ ⊗ ○ ○ ○



○ ○ ○ ⊗ ○ ○ ○

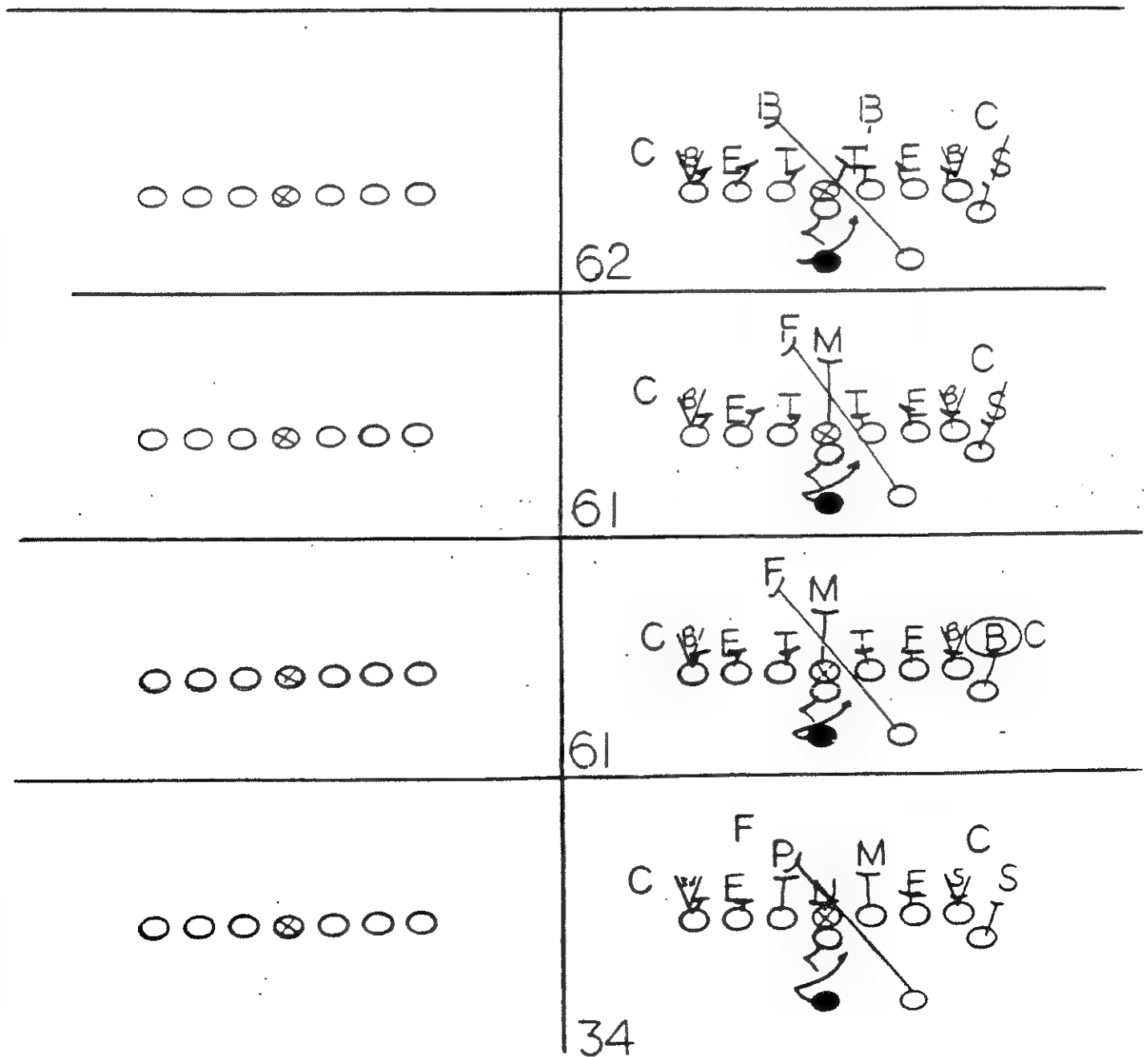


○ ○ ○ ⊗ ○ ○ ○



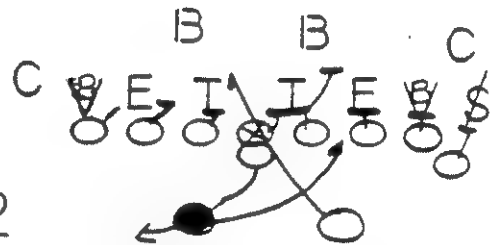
33

GOAL LINE JAB 42 LEAD BACK
VS. OUT CHARGE



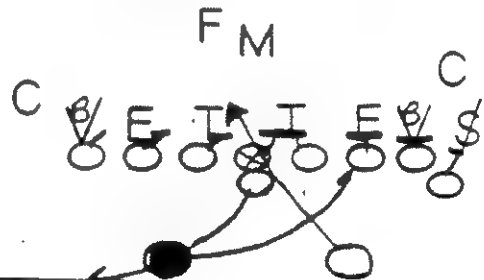
○ ○ ○ ⊗ ○ ○ ○

62



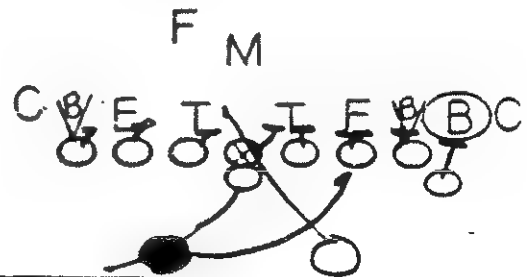
○ ○ ○ ⊗ ○ ○ ○

61



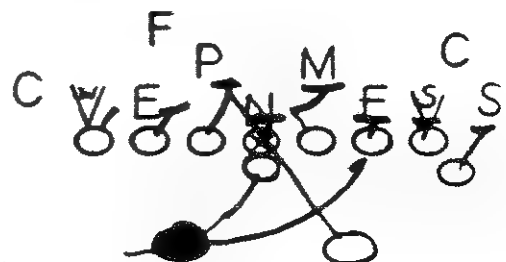
○ ○ ○ ⊗ ○ ○ ○

61



○ ○ ○ ⊗ ○ ○ ○

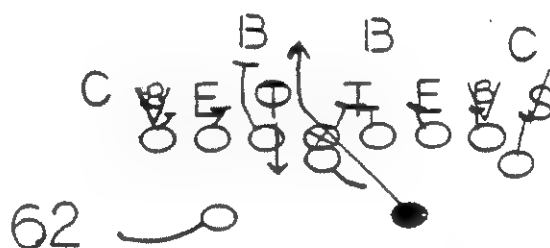
34



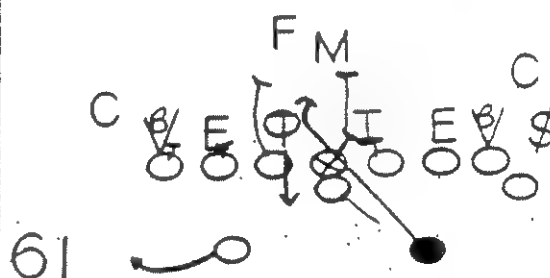
35

GOAL LINE SUCKER DIVE 4 VS PENETRATOR

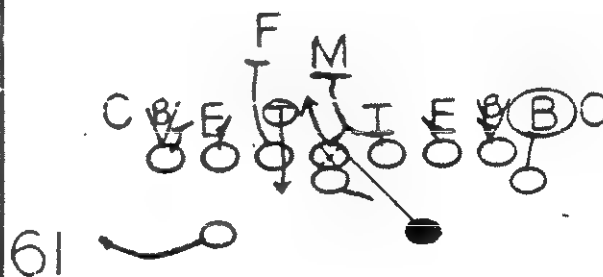
○ ○ ○ ⊗ ○ ○ ○



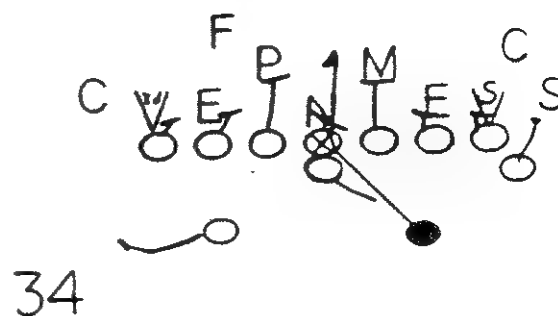
○ ○ ○ ⊗ ○ ○ ○



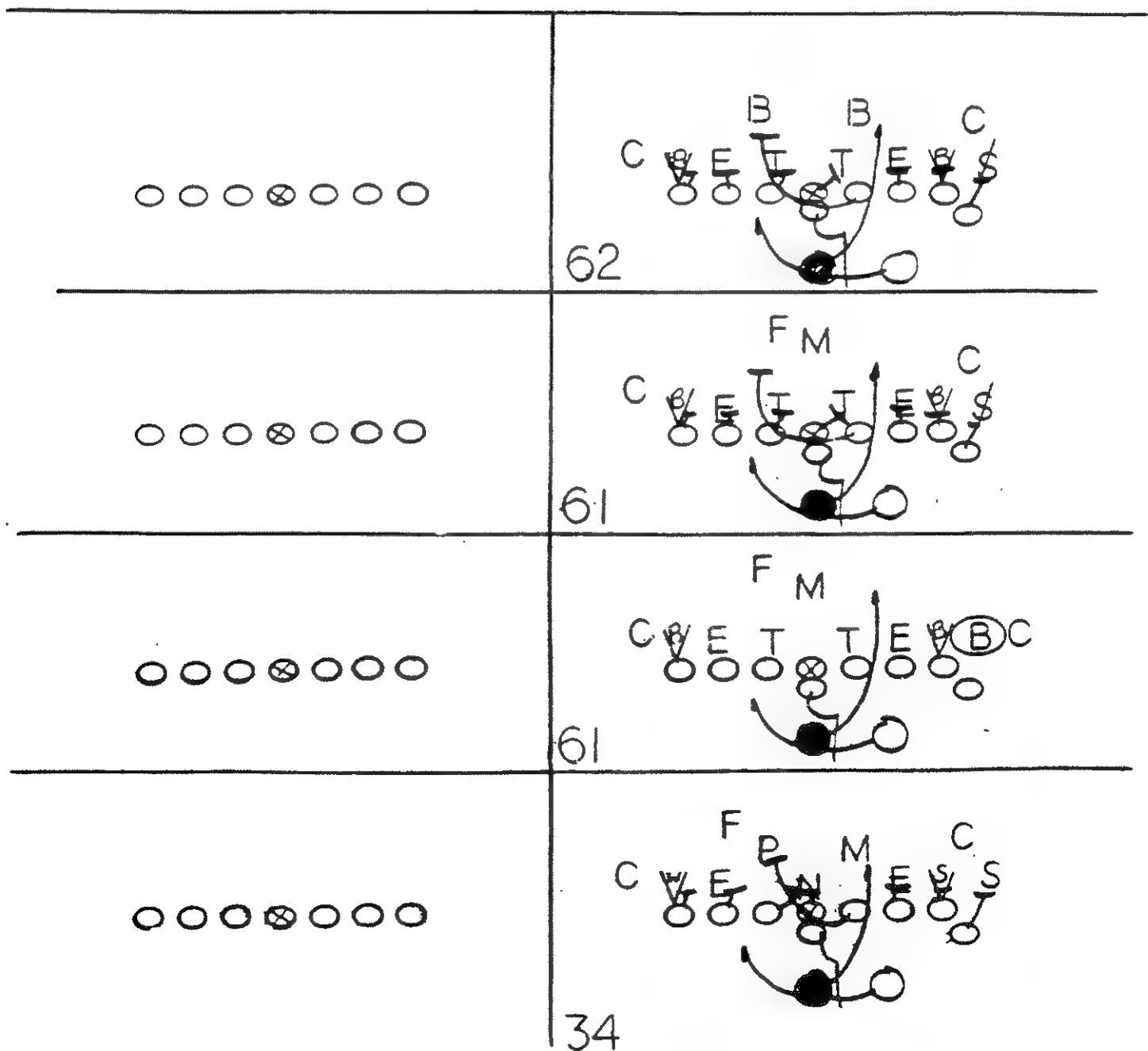
○ ○ ○ ⊗ ○ ○ ○



○ ○ ○ ⊗ ○ ○ ○



GOAL LINE FAKE 5 CROSS BUCK (36) SUCKER RIGHT

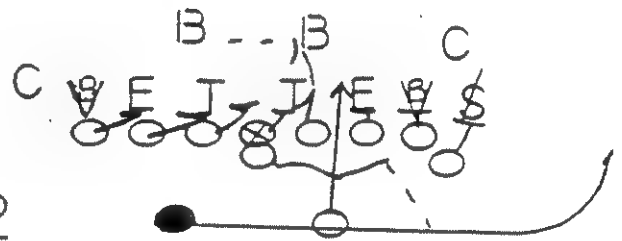


37

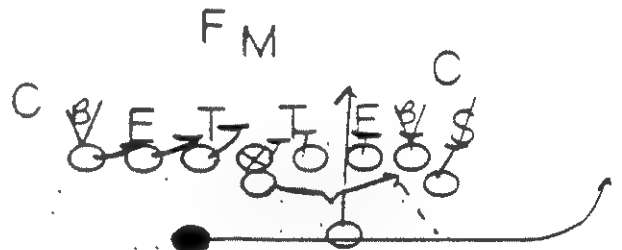
GOAL LINE DIVE OPTION RT



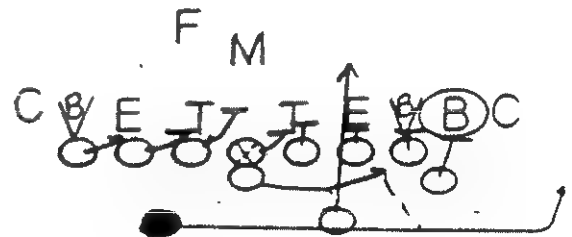
62



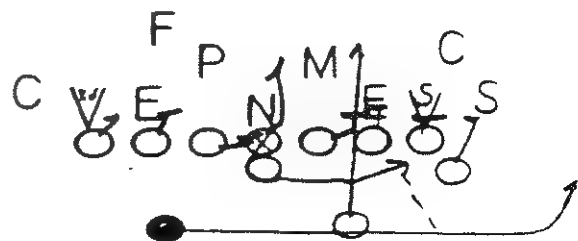
61



61



34

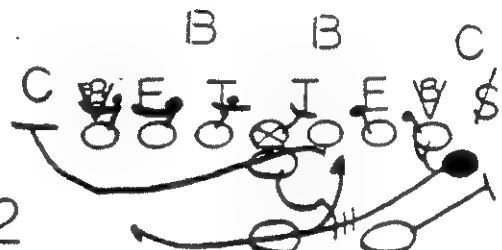


GOAL LINE FAKE 46 AROUND LT

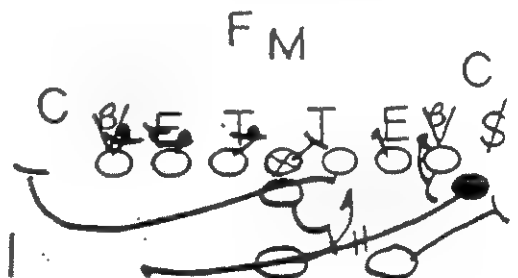
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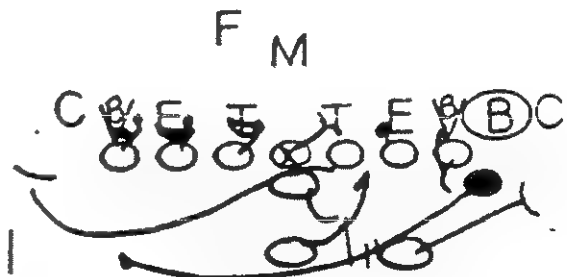
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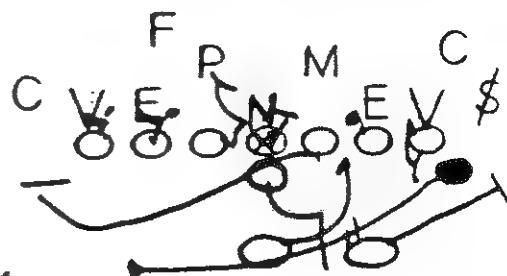
61



61



34



60 SERIES

<u>Protection</u>		<u>Page</u>
60-61	Vs. 3 Man Fronts	A
	Vs. 4 Man Fronts	B
62-63	Vs. 3 Man Fronts	C
	Vs. 4 Man Fronts	D
64-65	Vs. 3 Man Fronts	E
	Vs. 4 Man Fronts	F
66-67	Vs. 3 Man Fronts	G
	Vs. 4 Man Fronts	H
66-67 Max	Vs. 3 Man Fronts	I
	Vs. 4 Man Fronts	J
68-69	Vs. 3 Man Fronts	K
	Vs. 4 Man Fronts	L
Short 62 (63) X Caliber		1
Short 60 (61) X Option		2
60 (61) Bend In - HB Get Open		3
Dart 68 (69) HB Bounce Left		4
Dart 68 (69) Z Line		5
60 (61) Double "Circle"		6
Dart 60 (61) Cobra		7
Dart 68 (69) Z Pyramid		8
60 (61) HB Donut		9



34

H - Scat Alert "Q"

Red

(H)

Check Inside Out

F - Arc Route

60 vs.

35

Diagram illustrating a flight path or route. The path consists of waypoints labeled S, E, N, P, E, W. A dashed line connects N to F, and another connects F to B. A curved arrow points from W to X. The text "Green" is present. Below the diagram, it says "Check Inside Out" and "E - Arc Route". To the right, it says "H - Scat Alert 'Q'". Above the path, the letters "M" and "P" are visible.

61 vs.

37

The diagram shows a ship's deck layout with gun positions represented by circles. The circles are labeled with letters: W, E, N, E, S, and a circled X. Above the circles are the letters P and M. A dashed line runs vertically through the center, separating the left and right sides. A curved arrow indicates a path from the center towards the right side, labeled with a circled F. Below the diagram, the text reads: "H - Scat Alert 'Q'", "60 vs. Green", "38", "Check Inside Out", and "F - Arc Route".

60 vs. Green

70

38

H - Scat Alert "Q"
61 vs.
36

W E P N E M S
X O I ● Q Y
RED
Check Inside Out
F - Arc Route

If 60 were called we would audible to 61. Z

61 vs.

36

M

S E N E P W

(Y) (Y)

Green H - Scat Alert "Q"

(F) Check Inside Out
F - Arc Route

Green

60 vs.

39

H- Scat Alert "Q"

W E N P E M S

Red

Check Inside Out

F - Arc Route

61 vs.

36

2

H- Scat
Alert "Q"

61 vs.

36

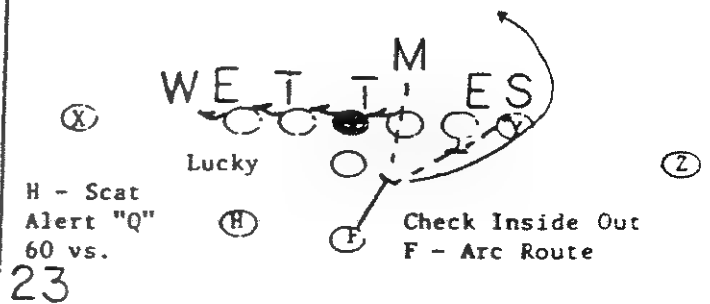
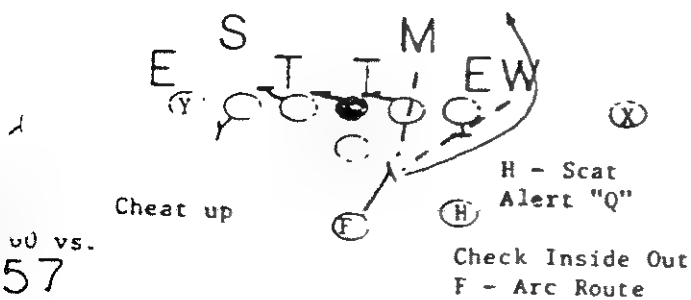
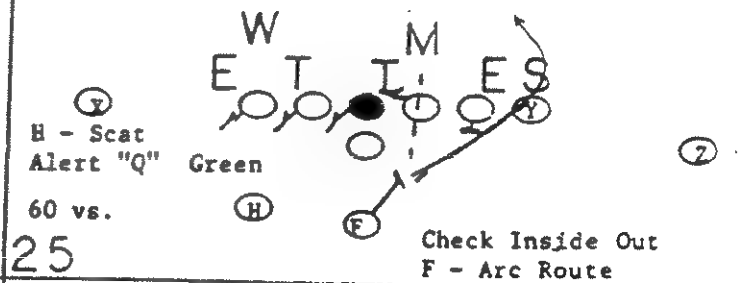
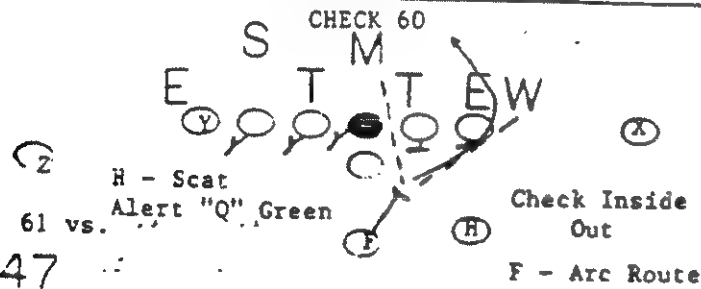
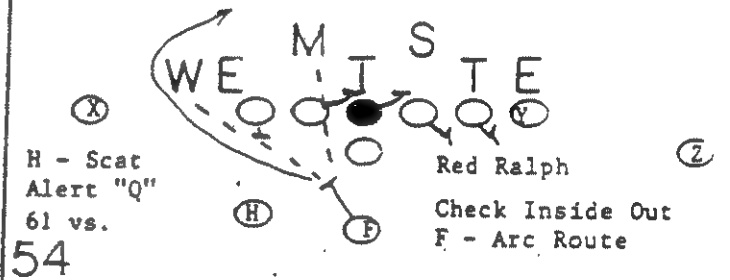
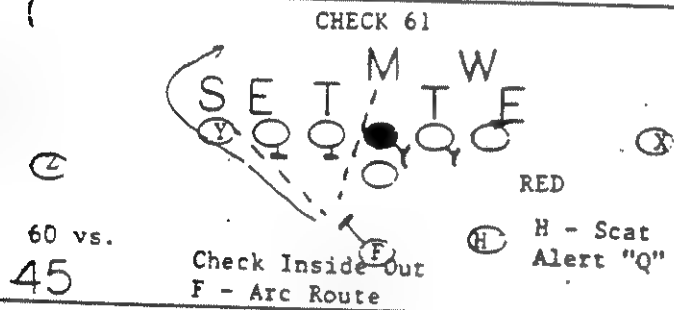
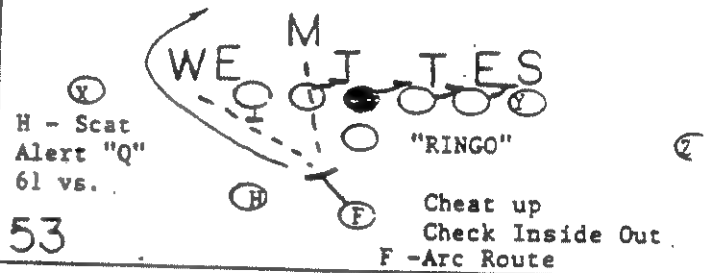
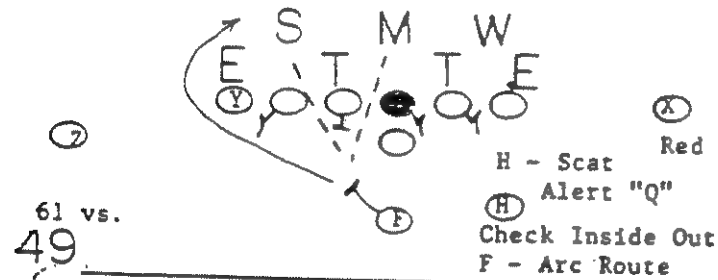
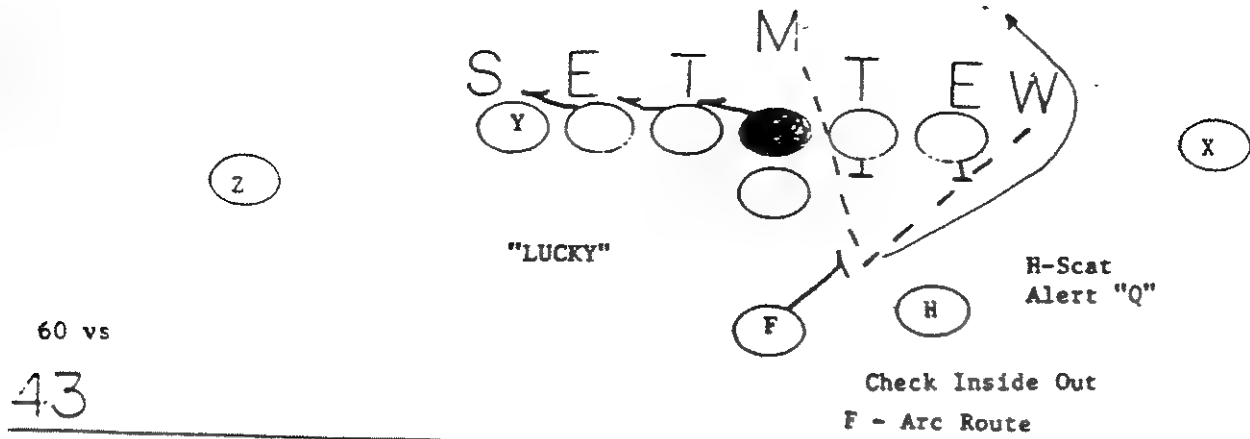
Check Inside Out
F - Arc Route

RED

H - Scat
Alert "Q"

61 vs.

38

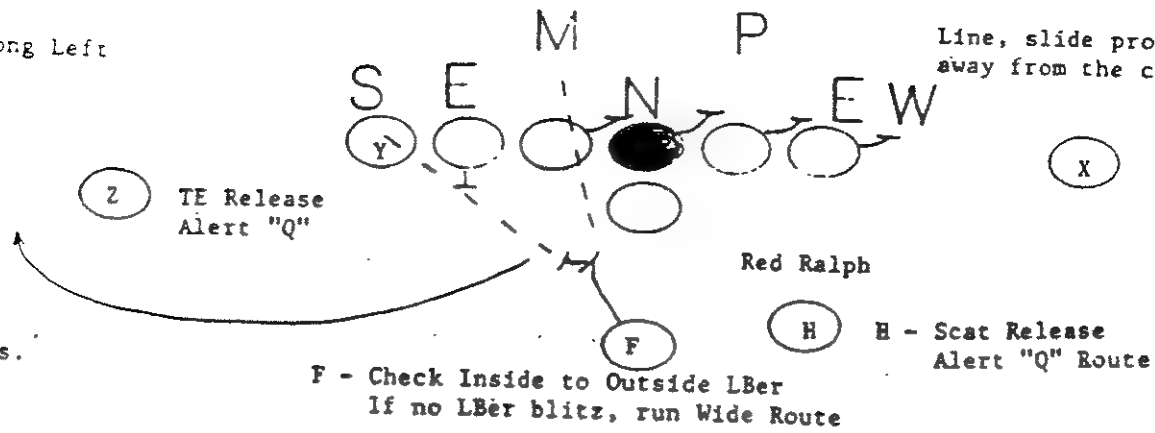


C

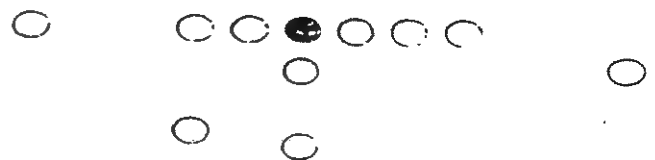
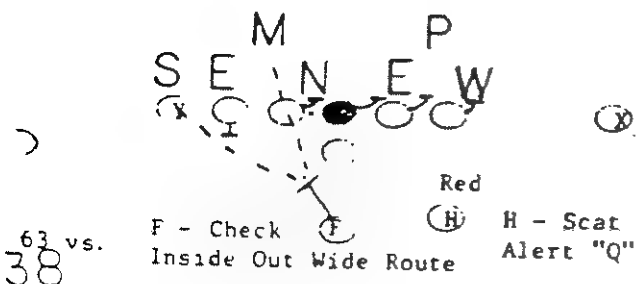
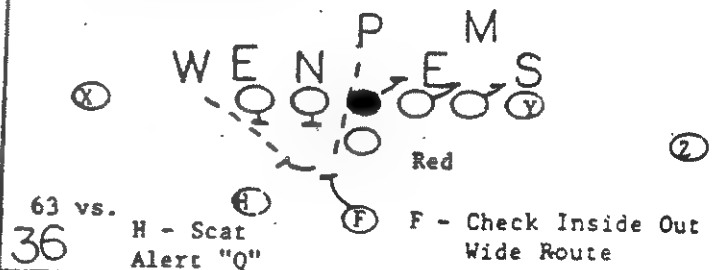
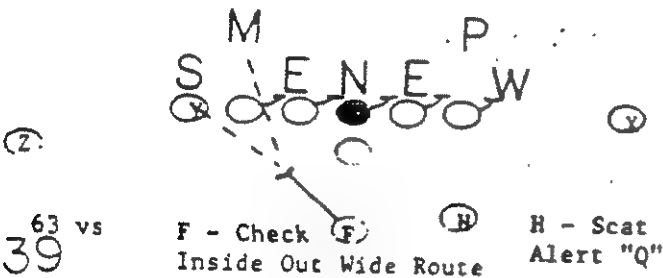
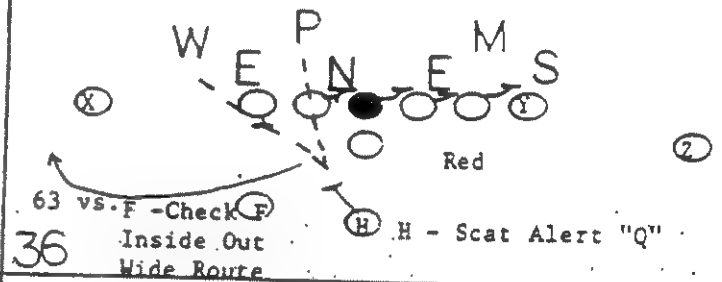
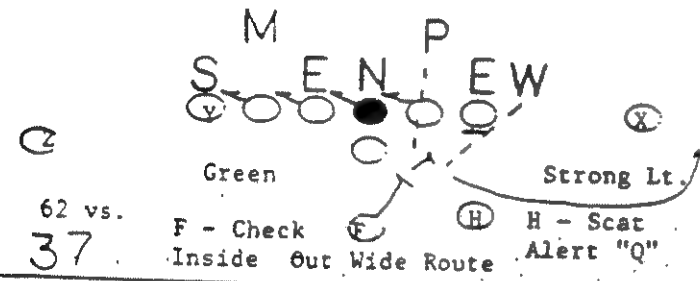
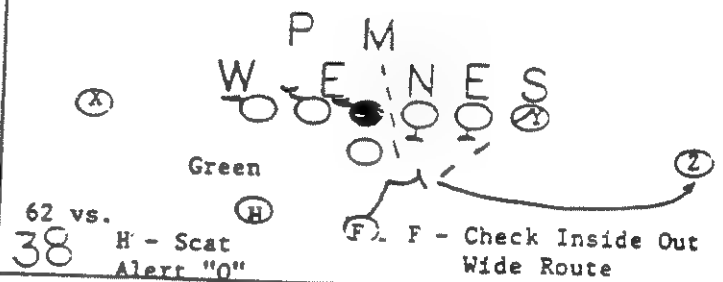
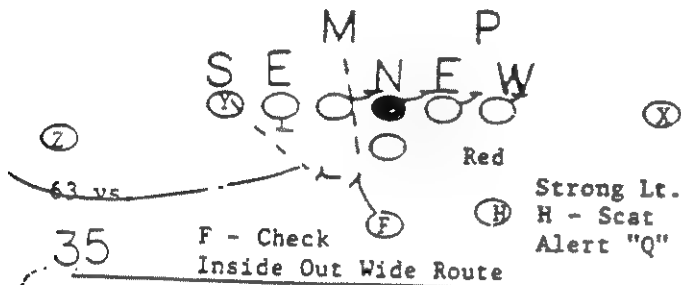
62 - 63 VS. 3 MAN FRONTS

Strong Left

Line, slide protection away from the call

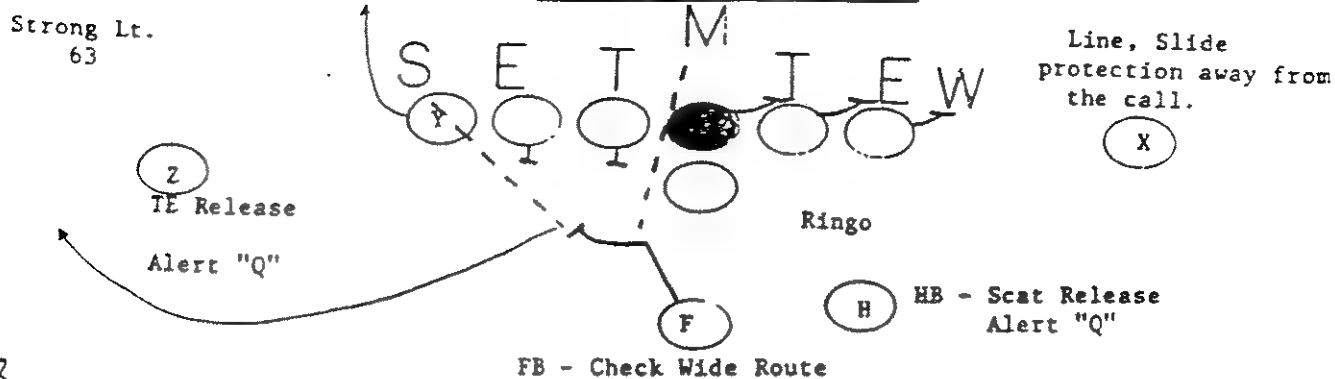


34

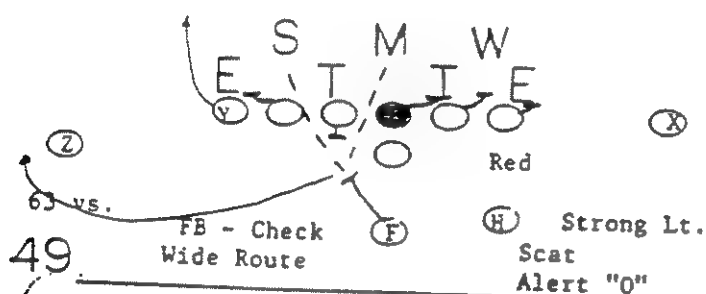


38

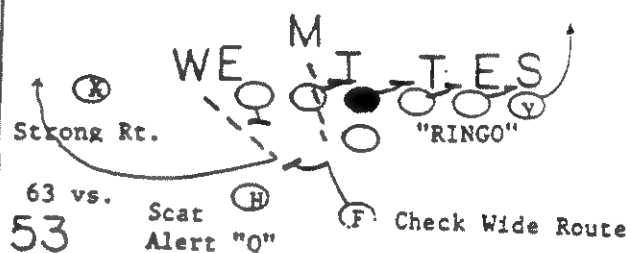
62 - 63 VS. 4 MAN FRONTS



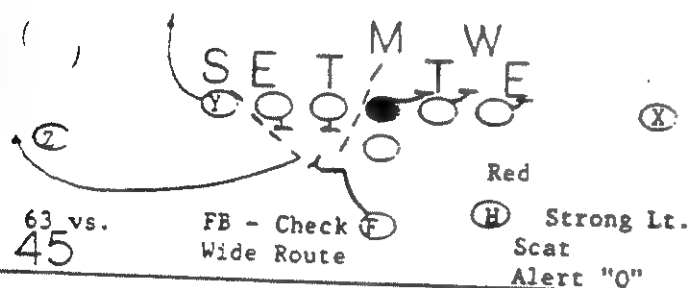
43



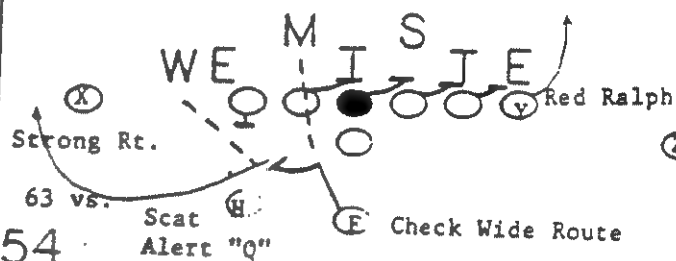
49



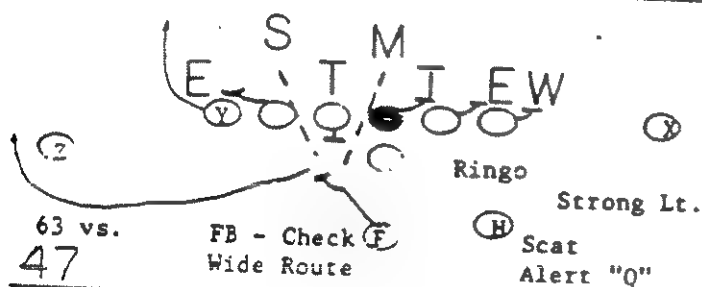
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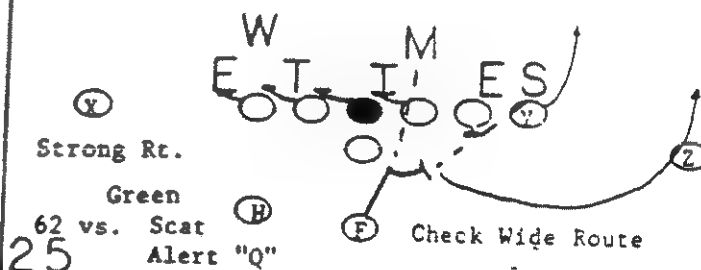
63
45



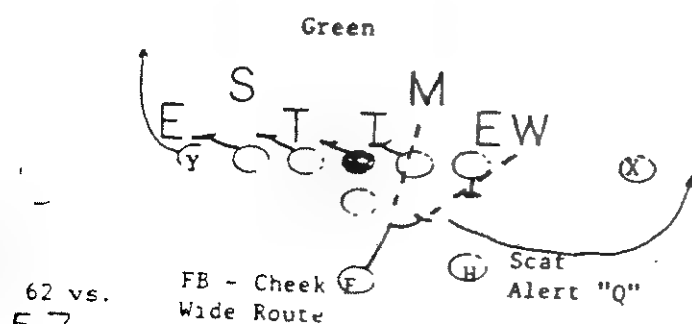
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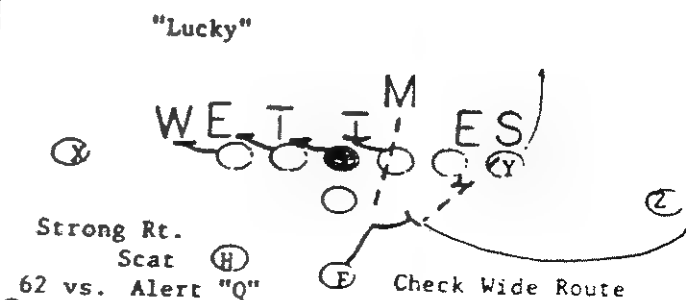
47



25



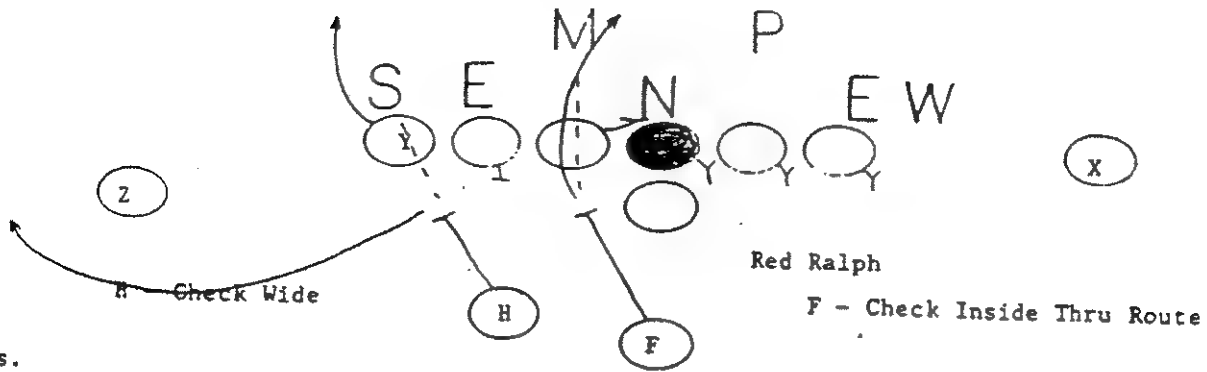
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23

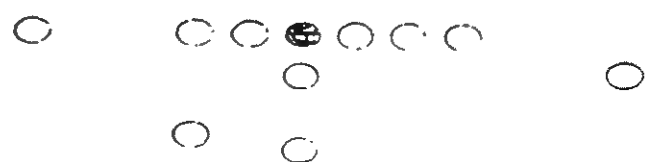
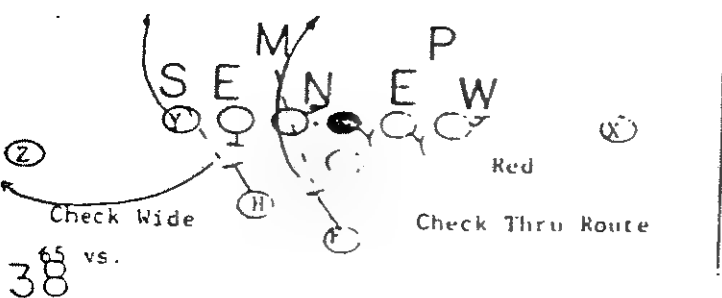
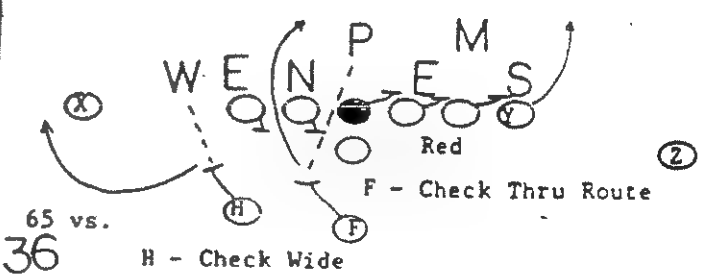
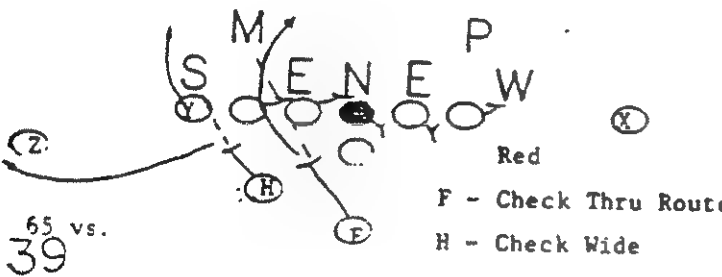
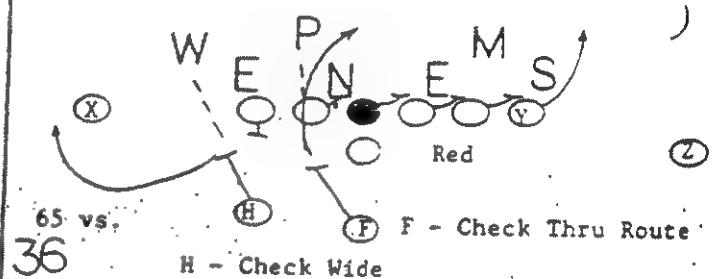
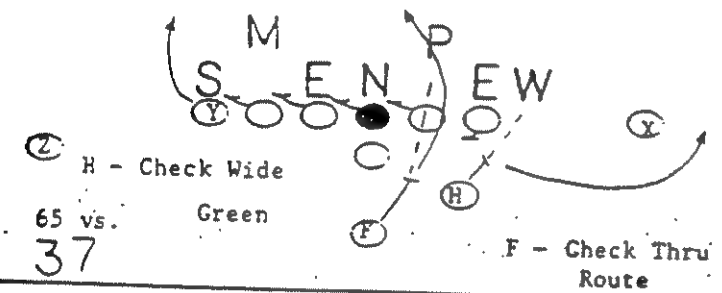
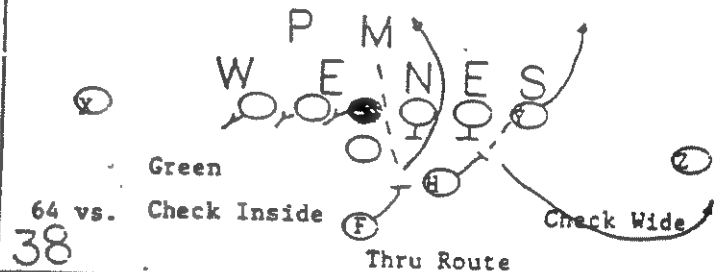
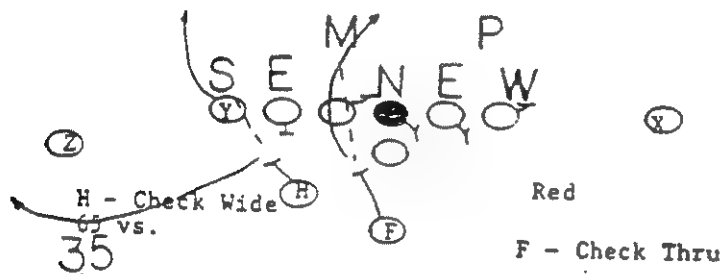
E

64 - 65 PROTECTION VS. 3 MAN FRONTS



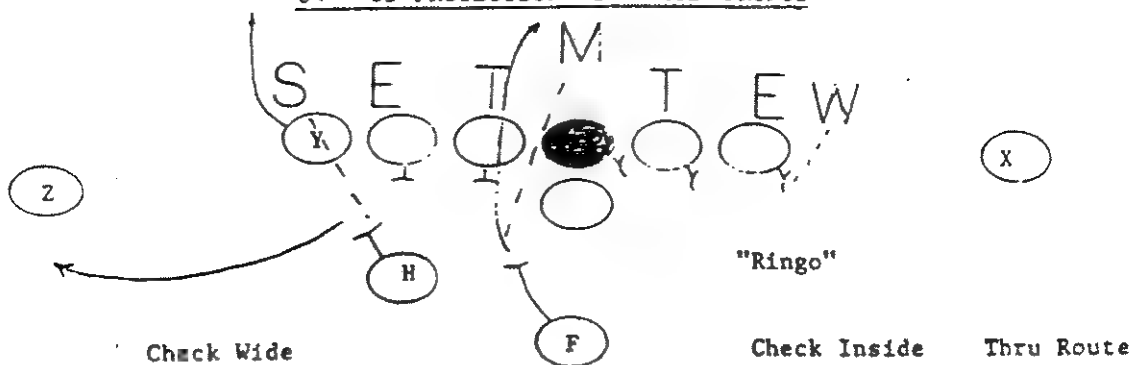
65 vs.
34

(Alert Backs - Rip or Liz)



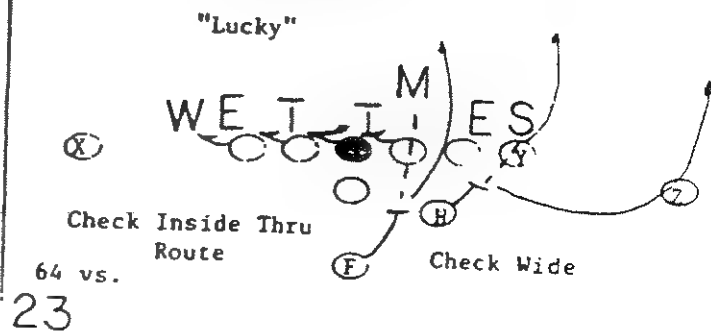
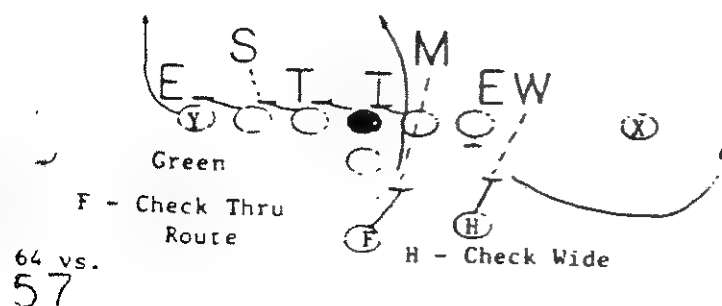
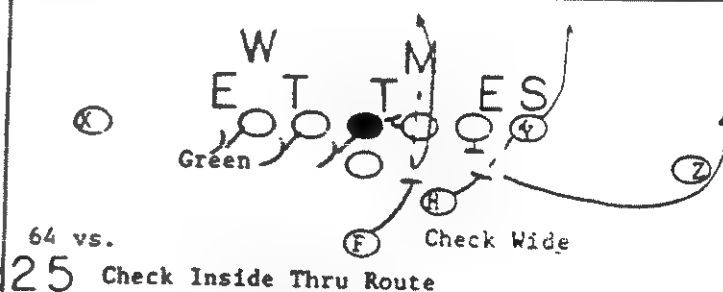
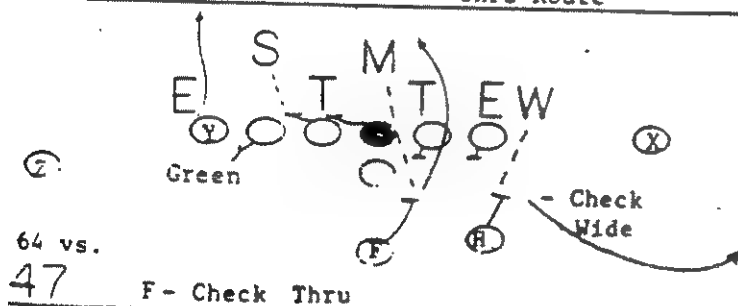
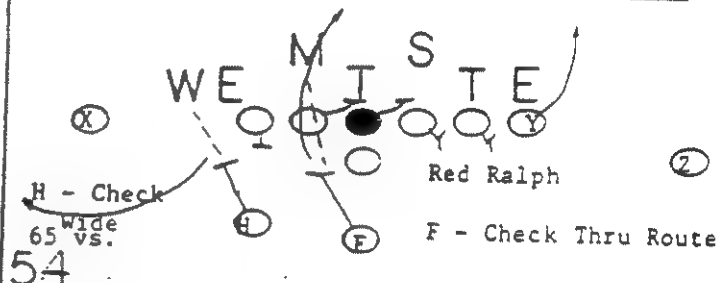
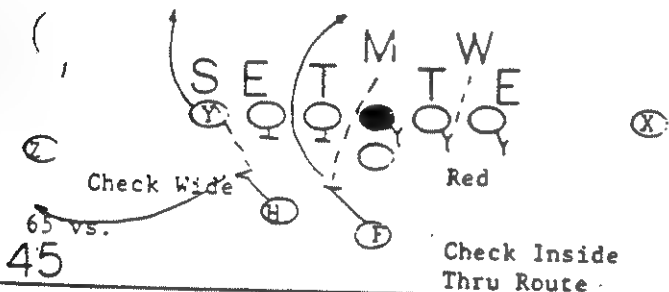
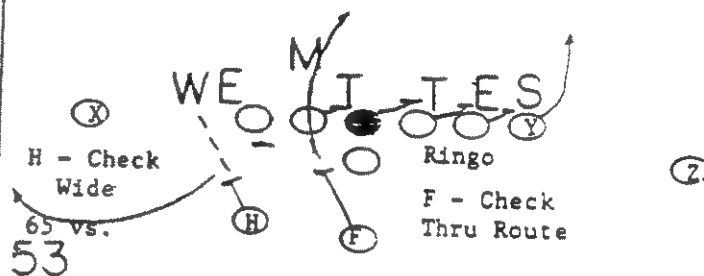
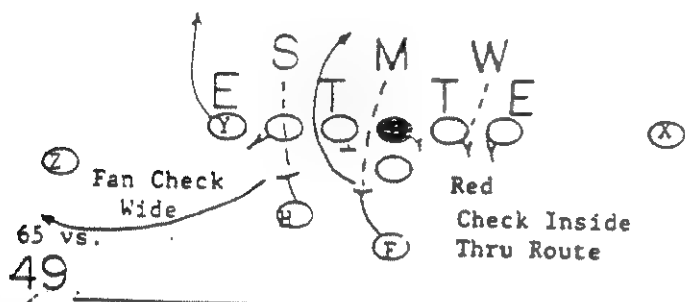
64 - 65 PROTECTION VS. 4 MAN FRONTS

F

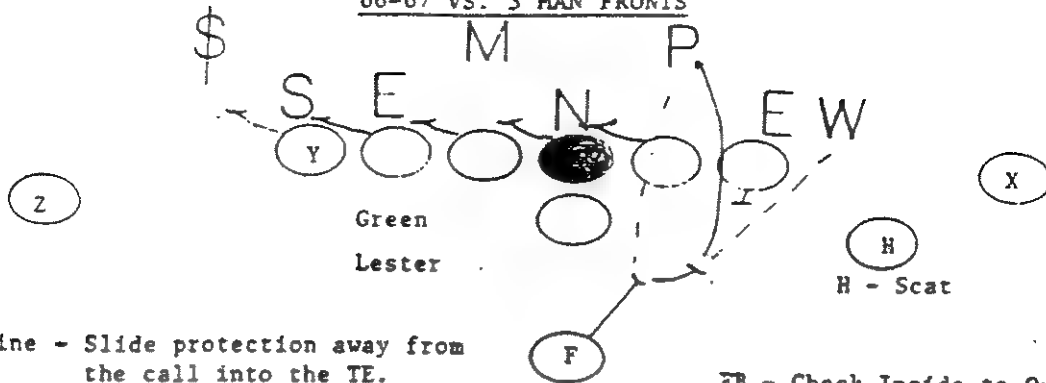


65 vs. 43

(Alert Backs Rip or Liz)



66-67 VS. 3 MAN FRONTS



Line - Slide protection away from the call into the TE.

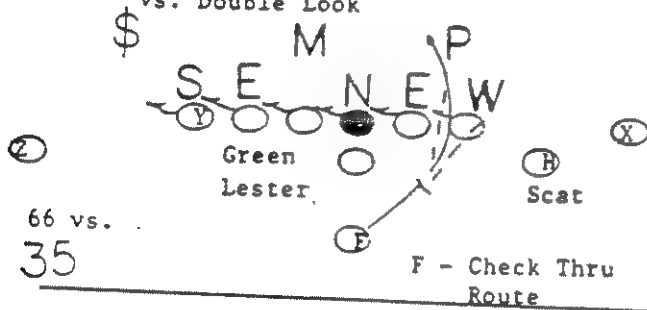
Y - Slide to block \$ - Check Drag

FB - Check Inside to Outside LB'er to a Thru Route

66 vs.

34

OT - Always go down on 66-67 vs. Double Look



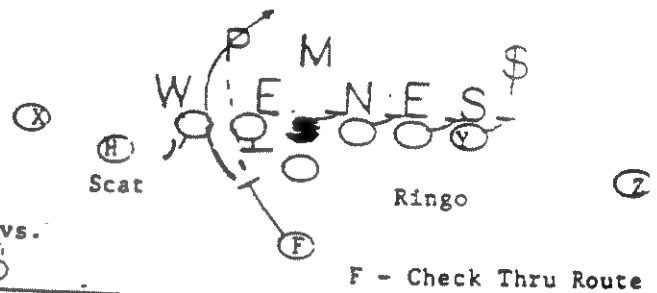
66 vs.

35

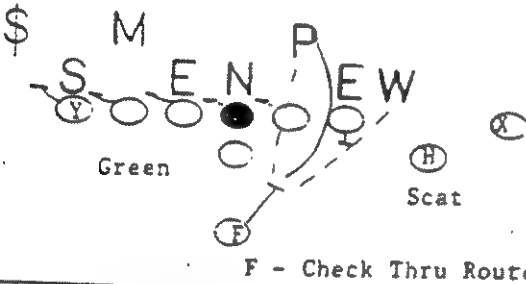
F - Check Thru Route

67 vs.

38



F - Check Thru Route

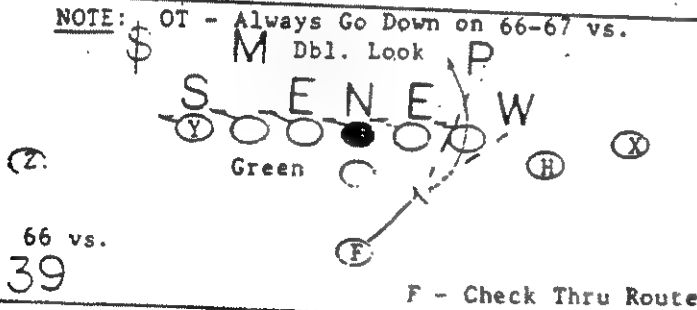


66 vs.

37

F - Check Thru Route

NOTE: OT - Always Go Down on 66-67 vs. Dbl. Look



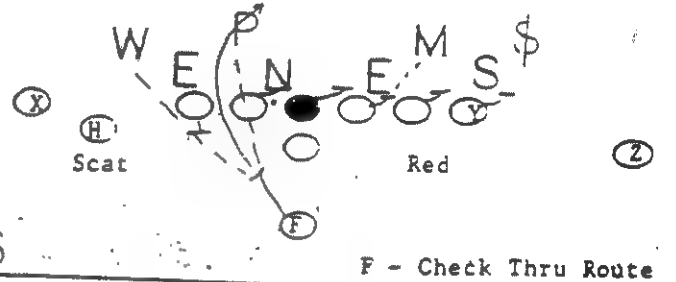
66 vs.

39

F - Check Thru Route

67

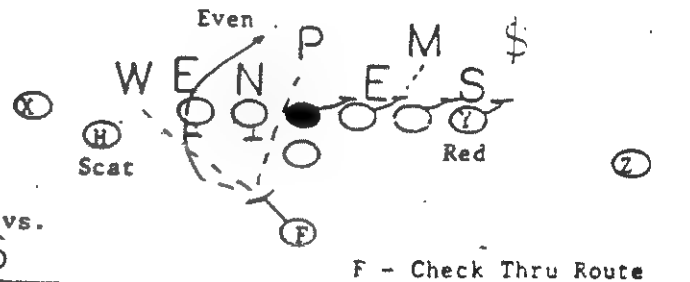
36



F - Check Thru Route

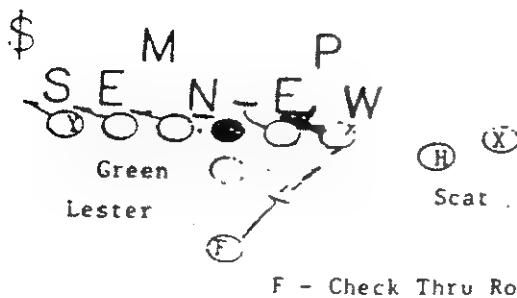
67 vs.

36



F - Check Thru Route

OT - Always Go Down on 66-67 vs. Dbl. Look



66 vs.

38

F - Check Thru Route



43



49



53



45



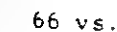
54

[illegible]

NOTE



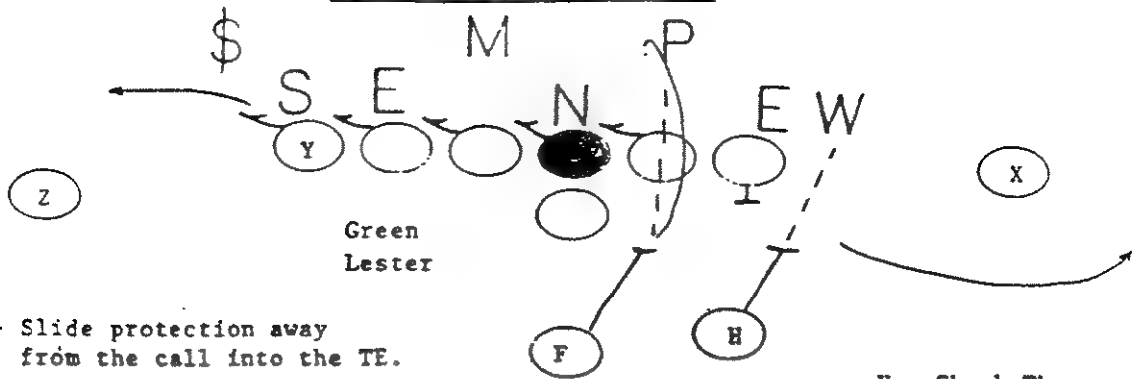
25



57

NOTE





66 Max vs.

34

Y - Slide to block the \$ -
Check Drag

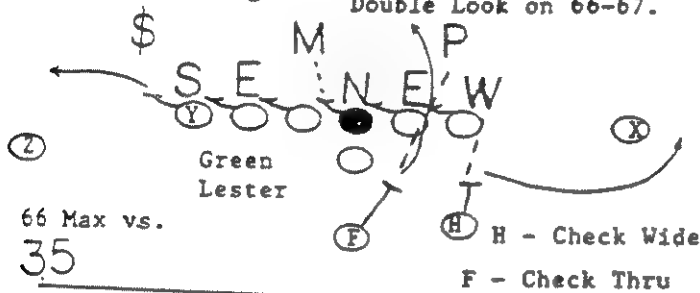
H - Check Thru

F - Check Wide

(Backfield Alert 66-67 Rip-Liz)

Y - Check Drag

OT - Always go down vs.
Double Look on 66-67.



66 Max vs.

35

EVEN

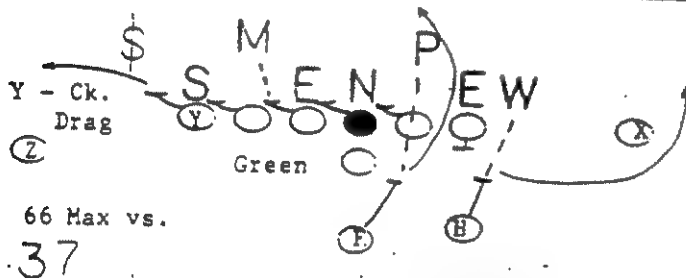
Y - Check Drag

67 Max vs.

38

H - Check Wide

F - Check Thru



66 Max vs.

37

67 Max vs.

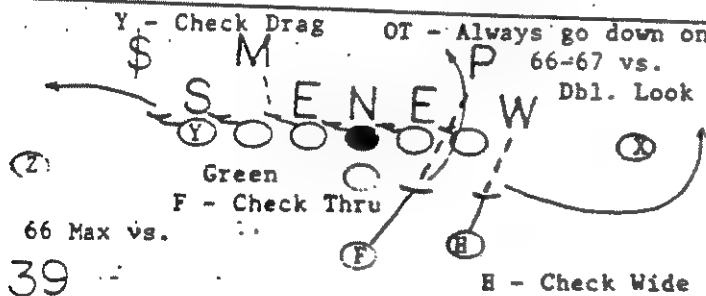
36

H - Check Wide

F - Check Thru

Y - Check Drag

OT - Always go down on.
66-67 vs.
Dbl. Look



66 Max vs.

39

EVEN

Y - Check Drag

67 Max vs.

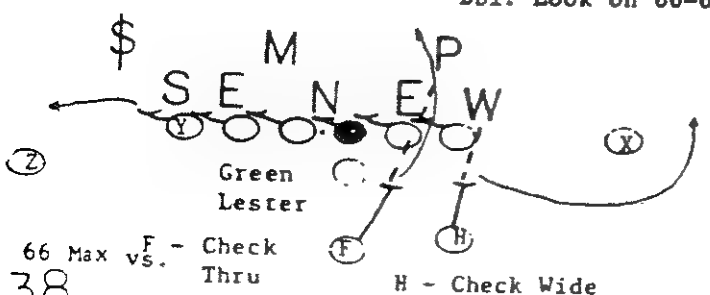
36

H - Check Wide

F - Check Thru

Y - Check Drag

OT - Always go down vs.
Dbl. Look on 66-67



66 Max vs.

38

C

C

C

C

C

C

C

C

C

C

C

C

C

C



43

F - Check Thru

H - Check Wide

Backfield
(Alert 66-67 Rip-Liz)



49



F - Check Thru



45



F - Check Thru

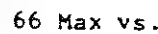


47

67 Max vs.

25

Y - Check Drag



57



23

K

68-69 PROTECTION VS. 3 MAN FRONTS

*Check Prot.
to 78-79
vs. 37
(See Below)

(Z)

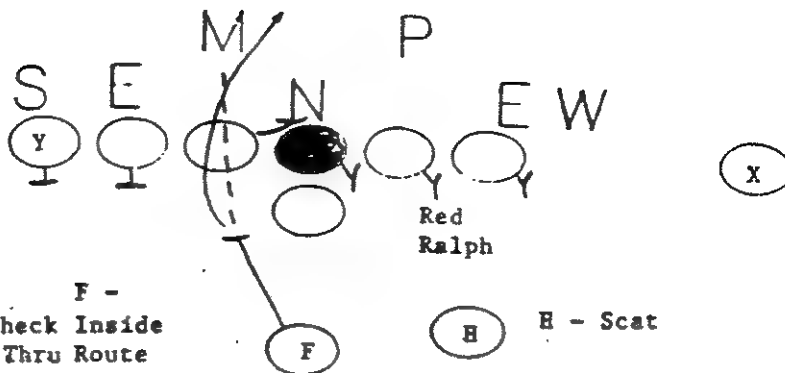
We would like to
slide into the
reduction rather
than away

F -
Check Inside
Thru Route

Red
Ralph

H - Scat

69 vs.
34



(Z)

69 vs.

35

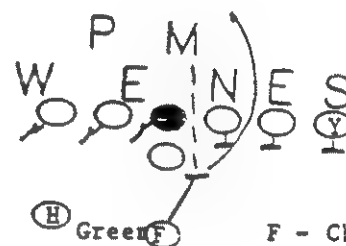
H - Scat

F - Check Inside
Thru Route

H - Scat

68 vs.

38



F - Check Inside
Thru Route

*CK. 79 - Win Drops - Don't Slide

(Z)

69 vs.

37

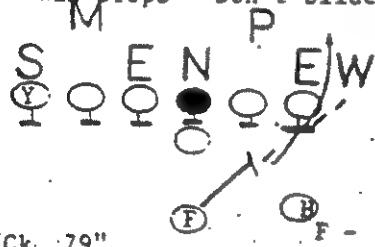
"Ck. 79"

F - Check Inside
Slip Route

68 vs.

36

Ck. 78



F - Check Inside
Slip Route

69 vs.

39

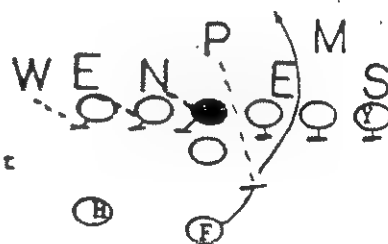
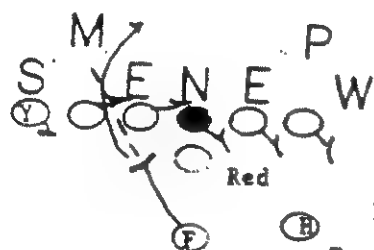
H - Scat

F - Check Inside
Thru Route

68 vs.

36

H - Scat

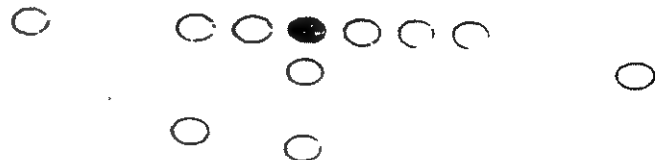
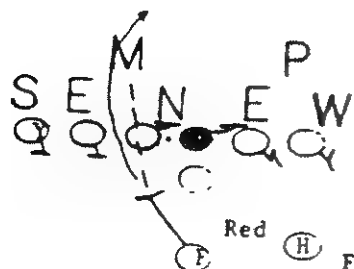


69 vs.

38

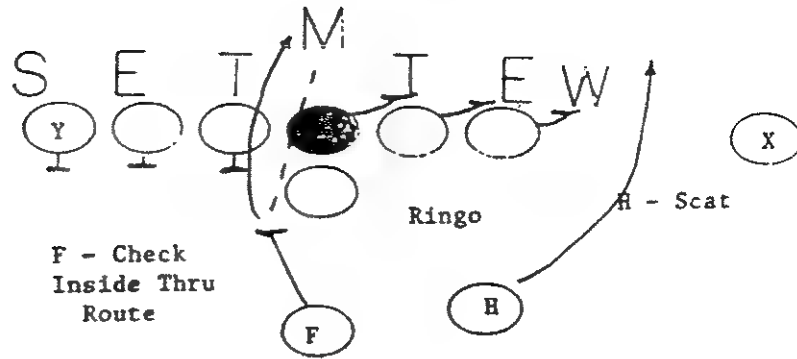
H - Scat

F - Check Inside
Thru Route



*Check Prot.
to 78-79
vs. 57, 53
See Below

(Z)



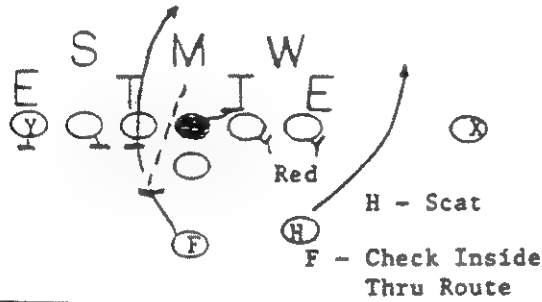
7 vs.

3

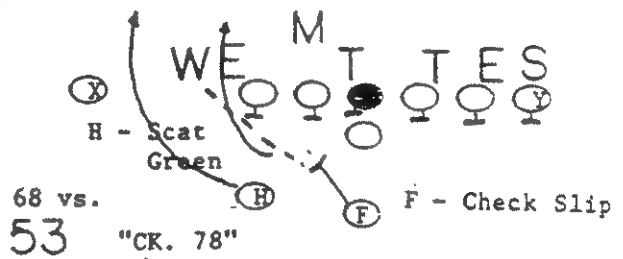
(Z)

9 vs.

9



*CK. 78 - Win is Dropping Don't Slide



68 vs.

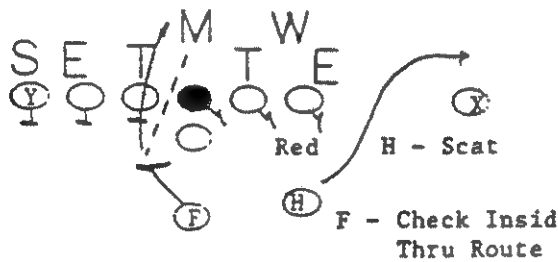
53

"CK. 78"

(Z)

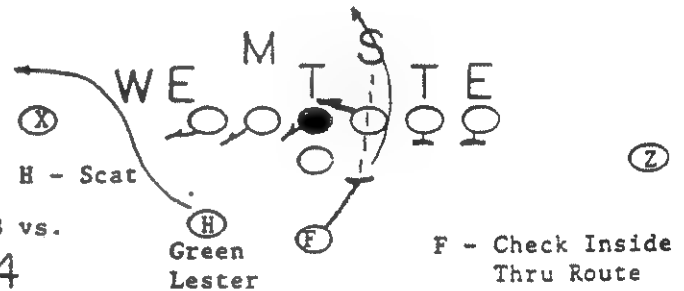
1 vs.

5



68 vs.

54

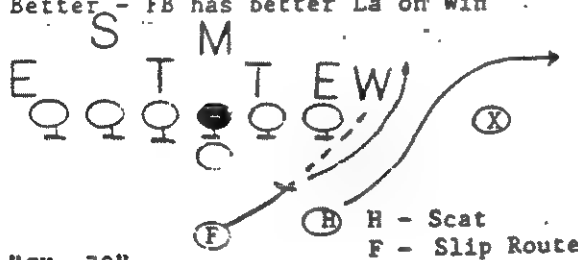


79 Better - FB has better La on Win

9 vs.

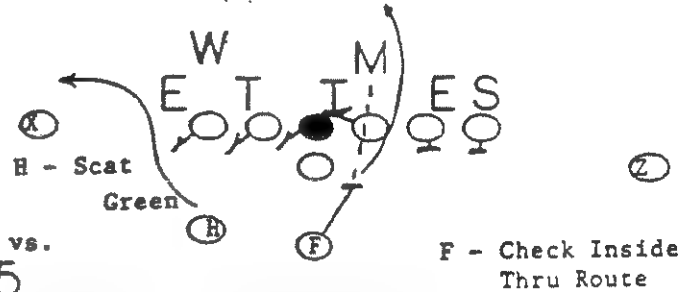
7

"CK. 79"



68 vs.

25



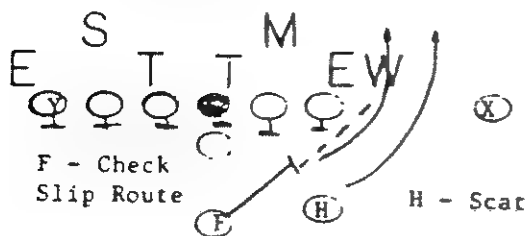
*CK. 79 - Win is Dropping - Don't Slide
Same as 37

78 Better - FB has better La on win -
Cleveland Browns

9 vs.

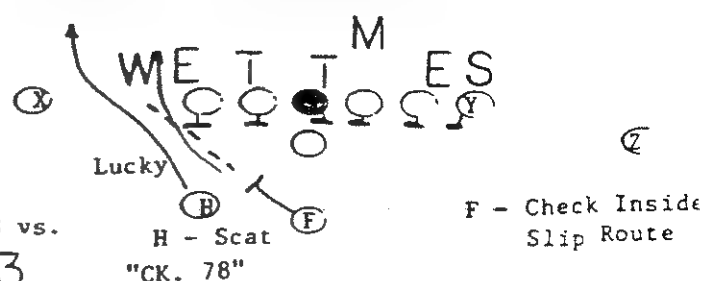
7

"CK. 79"



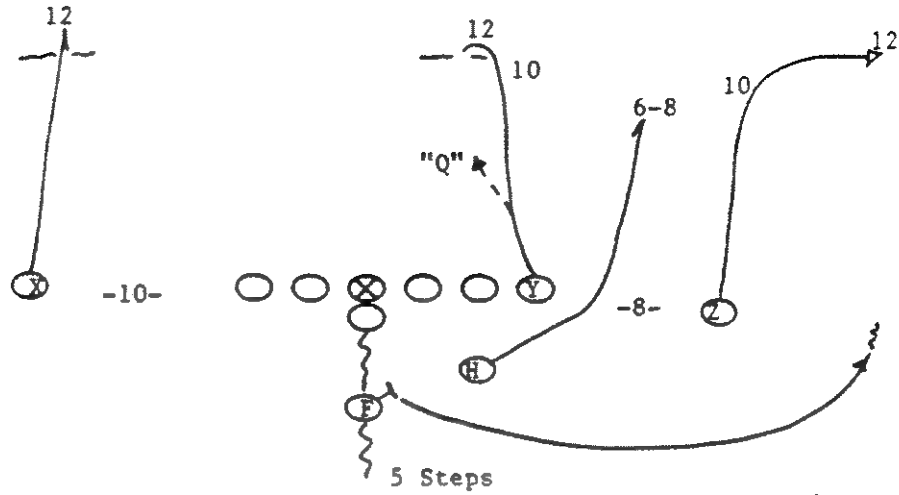
68 vs.

23



SHORT 62 (63) X CALIBER

Strong Right



*Audible

Short 62 (63) Excaliber

QB KEY LB'ERS DROP ON 1ST ST.

LB'ers Weak

LB'ers Stron.

Q) Y Look

Q) Y Look

1) Z Out

1) X Pivot

2) HB Stop

2) Y Hook

3) Y Hook

3) HB Stop

4) FB Flare

4) FB Flare

NOTES:

Far Double Wing Right

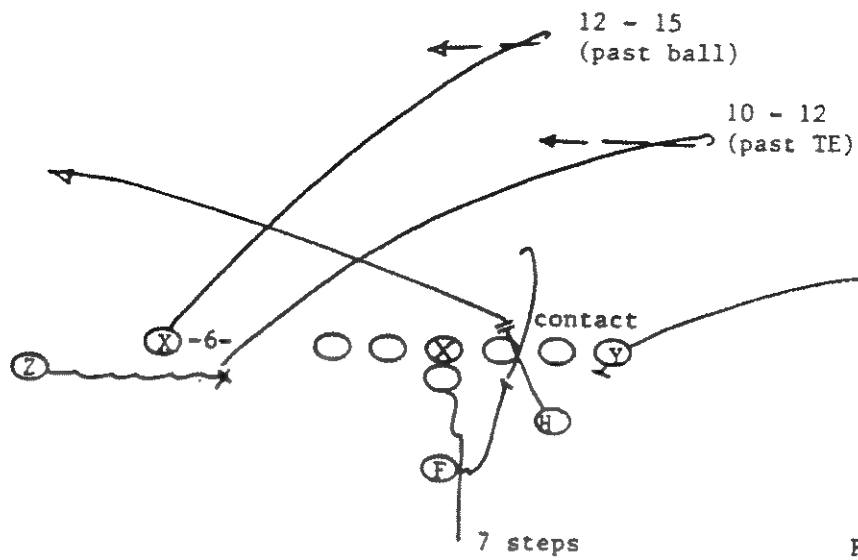


- Q) Y Drag/HB Flat
- 1) X Option/HB Flat
- 2) Z Hook
- 3) Y Drag
- 4) F Check Arc

Spread Right



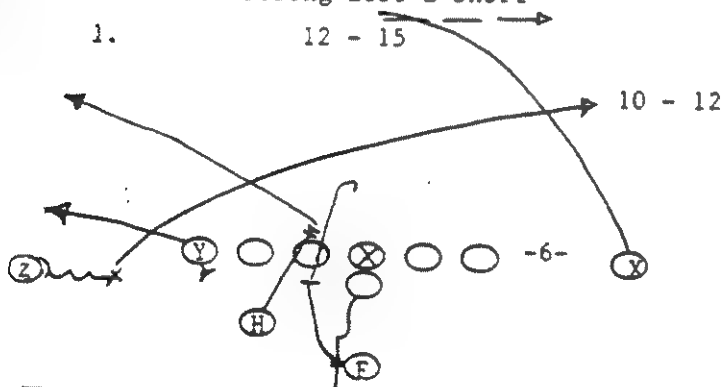
DART 68 (69) HB BOUNCE LEFT
Strong Right Flap - Z Short



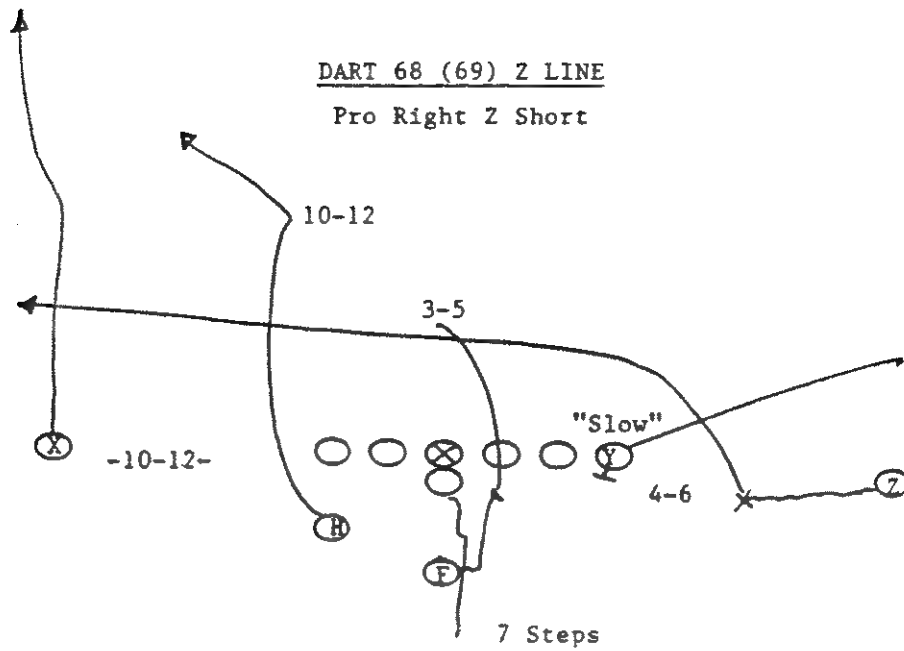
PROGRESSION

1. HB Bounce Left
2. X/Z Slide
3. Y Check Drag
4. FB Check Thru

DART 69
Strong Left Z Short



NOTES: Usually a RED ZONE play.



*Audible

Dart 68 (69) Line Zebra

PROGRESSION

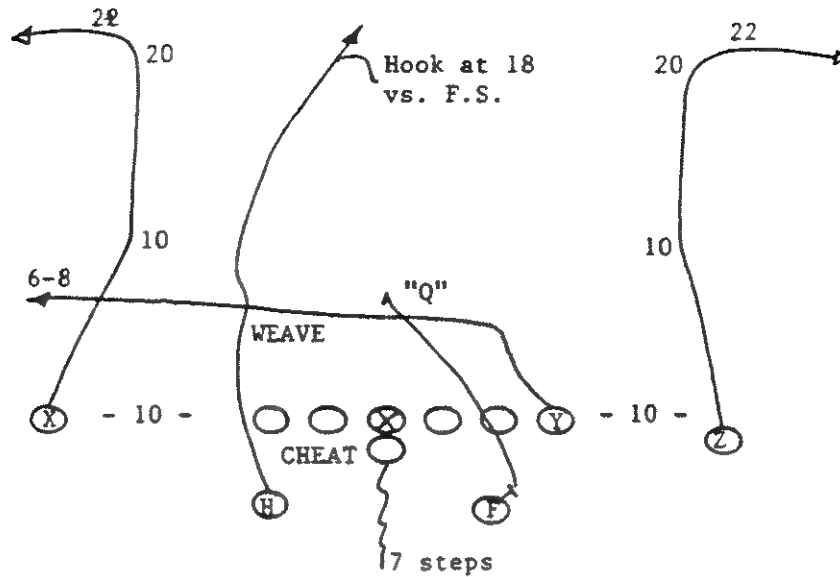
1. X Go
2. HB Corner
3. Z Line/Shallow Cr
4. FB Check Thru
5. Y Check Drag

NOTES:

Z - Do not sit down until you are at least to the inside edge of the numbers.

VS. WIN, if he is waiting for you; deepen and draw his attention - sit and hold him.

60 (61) DOUBLE "CIRCLE"
Split Right

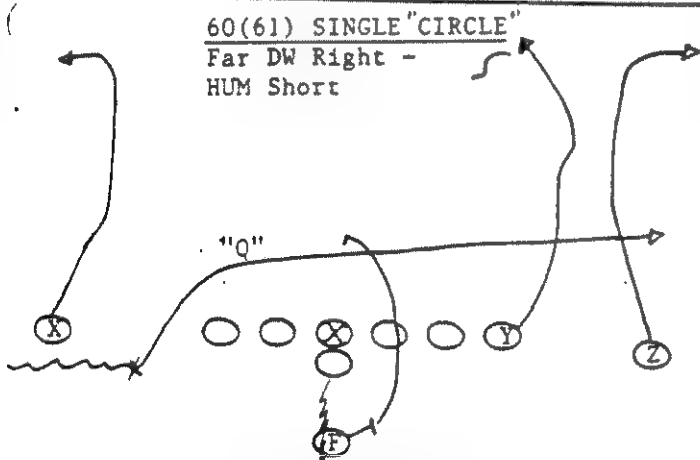


*AUDIBLE

60(61) DOUBLE
If no TAG - Automatic "CIRCLES"

PROGRESSION

- Q) Y Shallow Cross
- 1) HB Middle Read
- 2) Circle (Pick a side)
- 3) Y Shallow Cross
- 4) FB Check THru



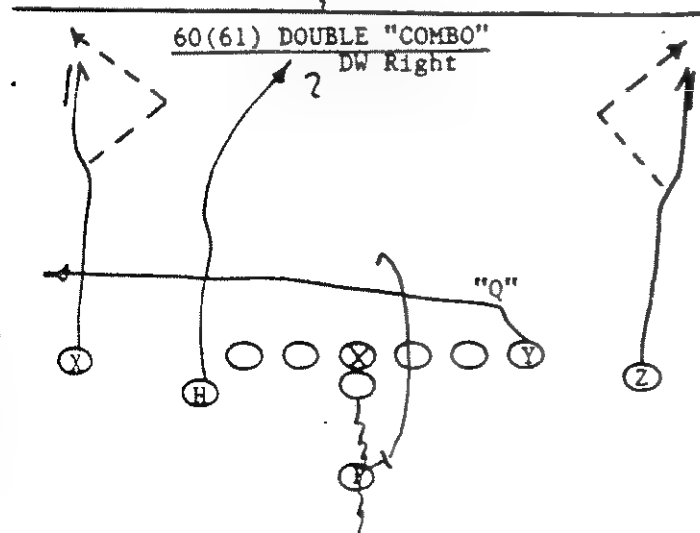
NOTES:

SPECIAL ALERT

Y in "Q" (rule breaker)

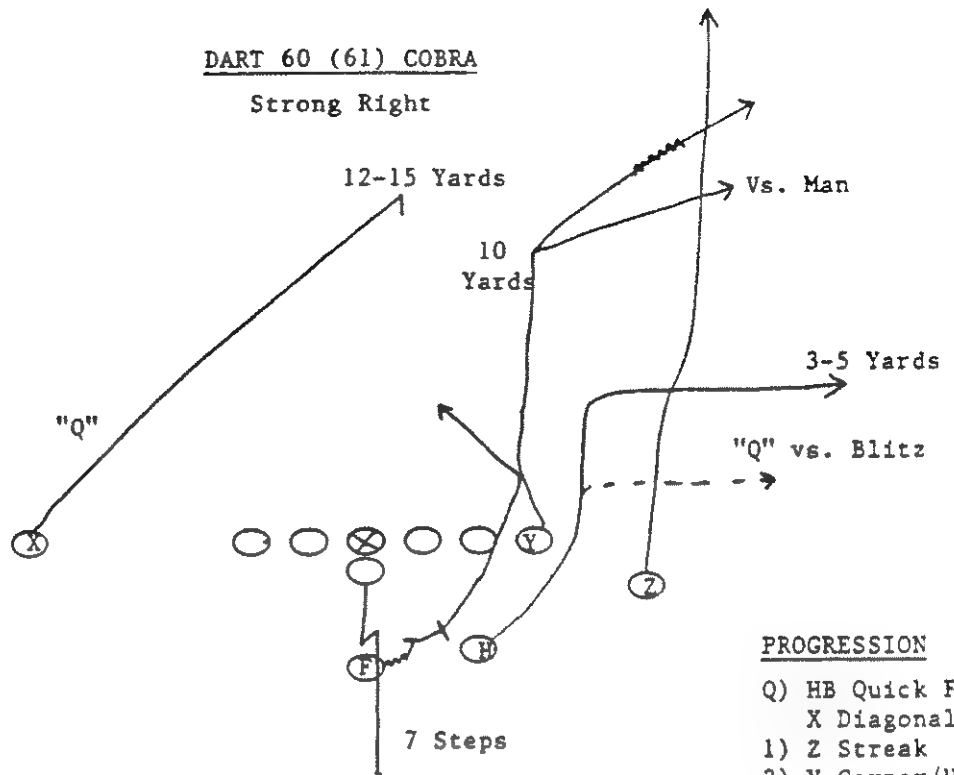
BASE RULE

Y runs Shallow Cross on
"DOUBLE" call.
FB runs thru.



DART 60 (61) COBRA

Strong Right



*Audible

Dart 60 (61) Cobra

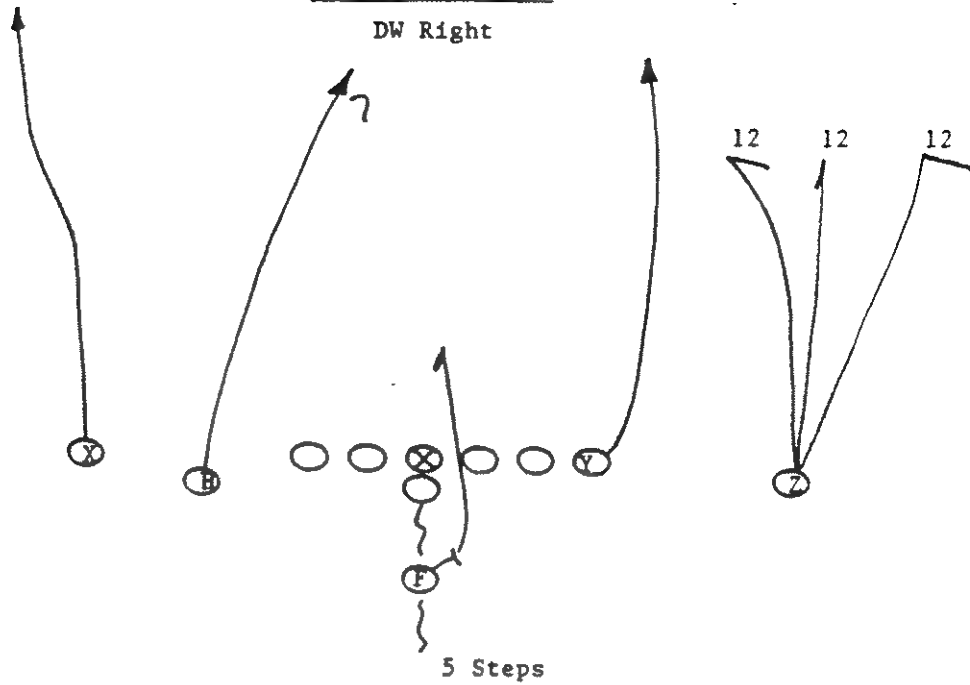
PROGRESSION

- Q) HB Quick Fan/
X Diagonal
- 1) Z Streak
- 2) Y Corner/HB Fan
- 3) X Diagonal
- 4) FB Check Arc

NOTES:

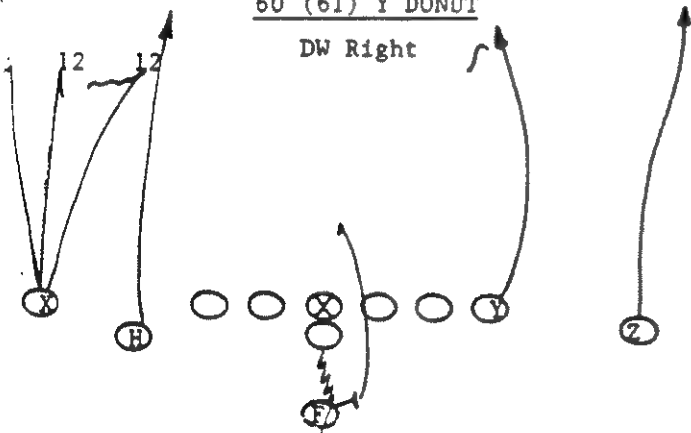
60 (61) HB DONUT

DW Right



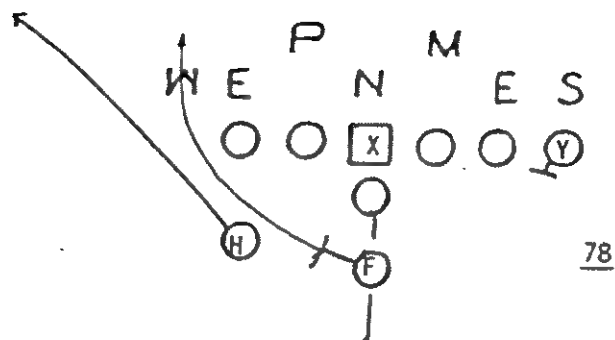
60 (61) Y DONUT

DW Right



NOTES: New idea. We'll learn about it as we go. You'll teach us how it should time up and the progressions.

70 SERIES



This is a weak flow series where the backs go away from the tight end.

1. Five or seven step drop (QB will call Short to indicate 5 step drop).
2. Weak side flow.
3. TE block on 70's, with the exception of 76/77 - TE "Q".
4. HB scat on 76/77 - 78/79.
5. Right guard double read on 1-2-6 versus 34 defense.
6. Left guard double read on 0-3-7 versus 34 defense.
7. Use Ralph-Lester Weak vs. 3 Man Line on 78-79.

70 SERIES

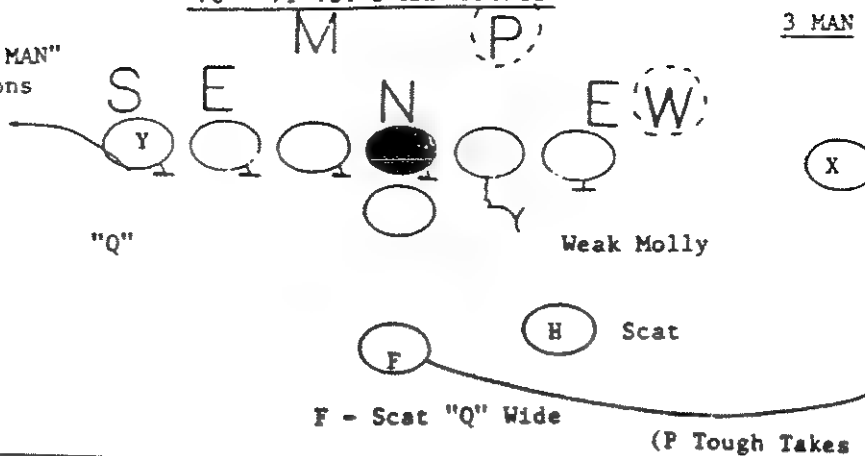
<u>Protection</u>		<u>Page</u>
70-71	Vs. 3 Man Fronts	A
	Vs. 4 Man Fronts	B
376-377	Vs. 3 Man Fronts	C
	Vs. 4 Man Fronts	D
76-77	Vs. 3 Man Fronts	E
	Vs. 4 Man Fronts	F
78-79	Vs. 3 Man Fronts	G
	Vs. 4 Man Fronts	H
70 FB Wide		1
70 X Delay		2
376 Twin Dragon		3
Short 76 HB Flat		4
Short 76 Y Option		5
76 Exit		6
76 Drunk		7
76 Z Dover		8
76 HB Circle		9
76 Y Hesitate		10
378 Slant Hitch Weak		11
78 X Hook		12
78 X Angle		13
78 Motown		14

A

70 - 71 VS. 3 MAN FRONTS

3 MAN = Takes 2

Use "3 MAN" or "4 MAN"
calls vs. Reductions

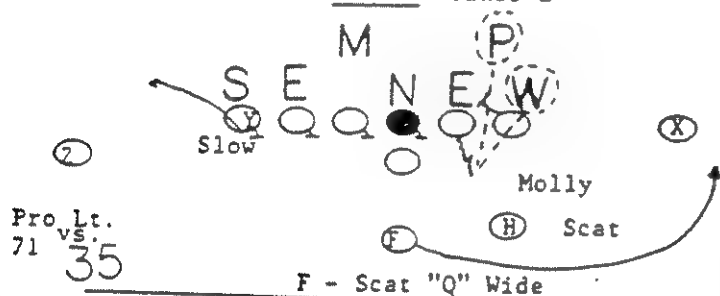


3 MAN = Molly On
4 MAN = No Molly

Pro Left
71 vs.

34

3 MAN Takes 2

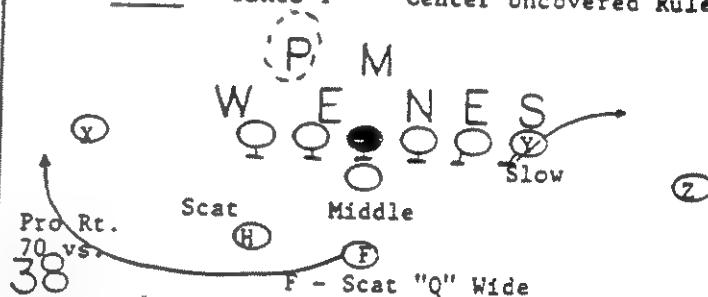


Pro Lt.
71 vs.

35

4 MAN - Takes 1

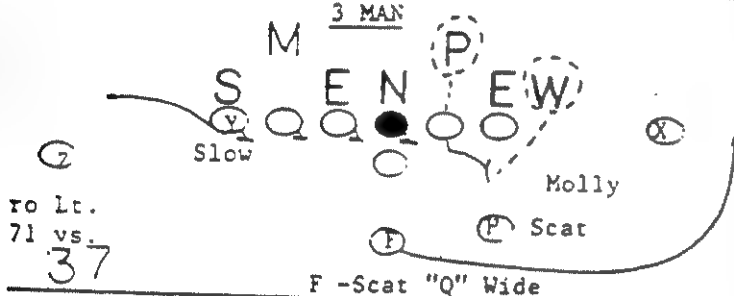
Center Uncovered Rule



Pro Rt.
70 vs.

38

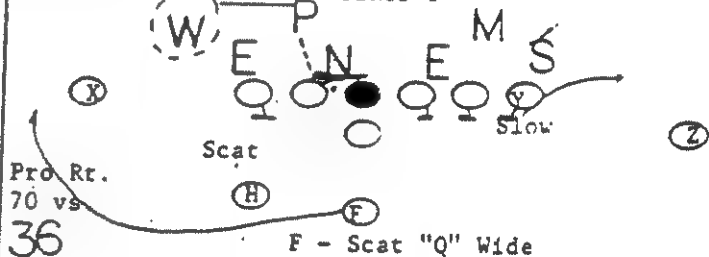
3 MAN



Pro Lt.
71 vs.

37

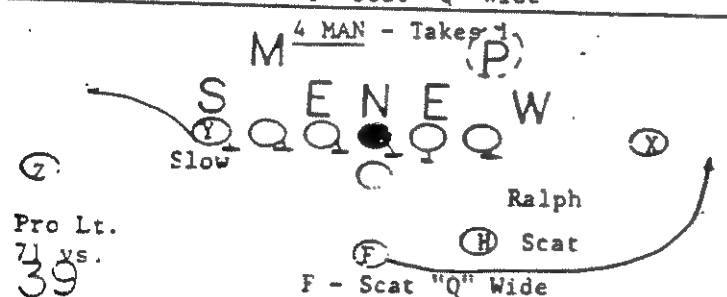
4 MAN - Takes 1



Pro Rt.
70 vs.

36

4 MAN - Takes 1

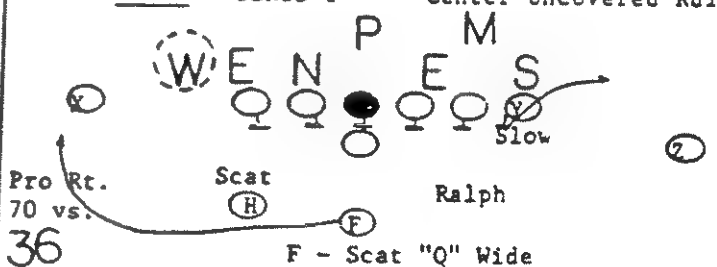


Pro Lt.
71 vs.

39

4 MAN - Takes 1

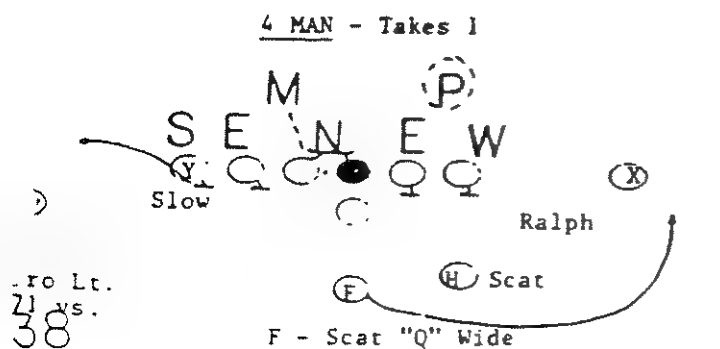
Center Uncovered Rule



Pro Rt.
70 vs.

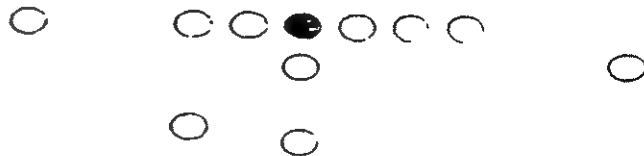
36

4 MAN - Takes 1



Pro Lt.
71 vs.

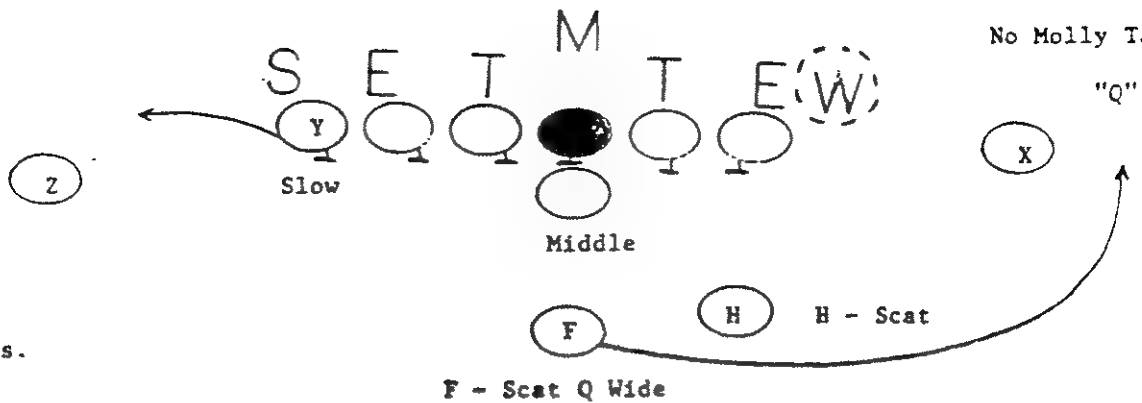
38



70 - 71 PROTECTION VS. 4 MAN FRONTS

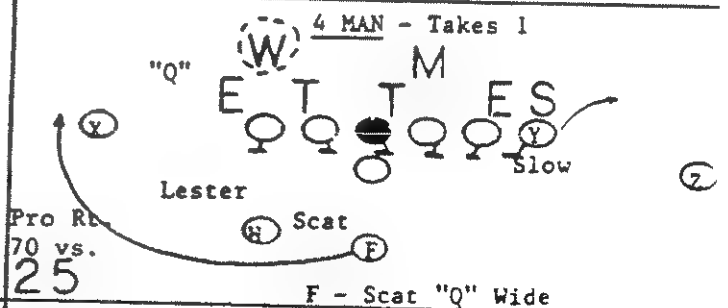
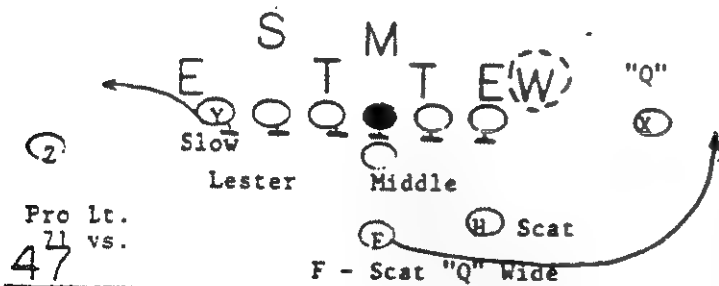
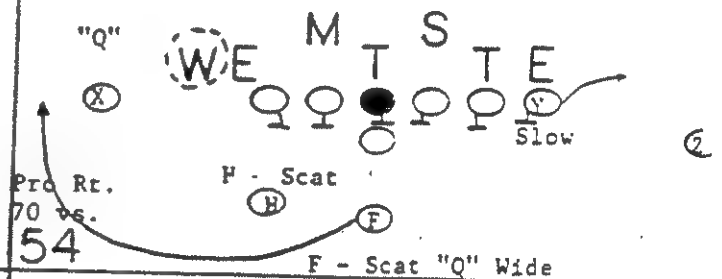
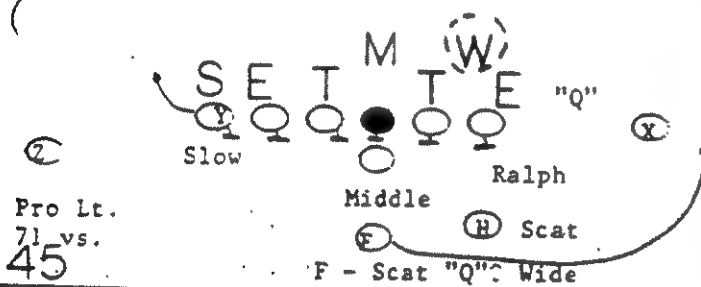
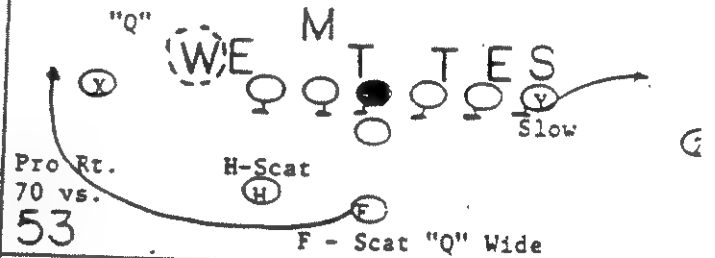
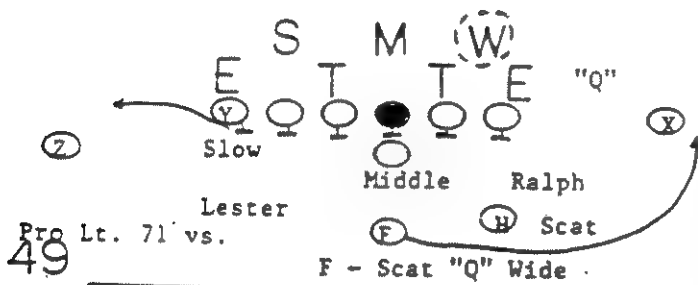
E

No Molly Takes 1

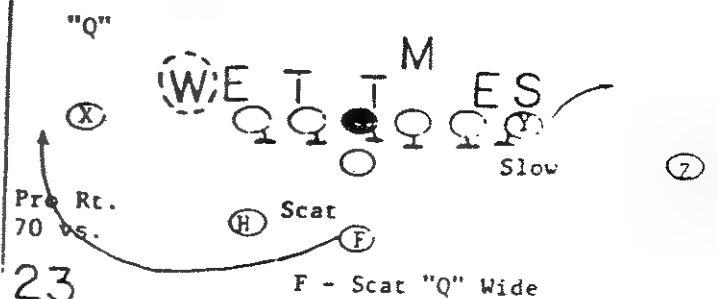
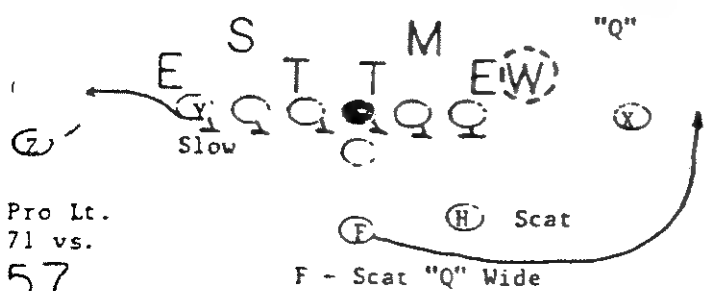


(Audible vs. Bear Defense)

4 MAN - Takes 2



4 MAN - Takes 1 No Molly

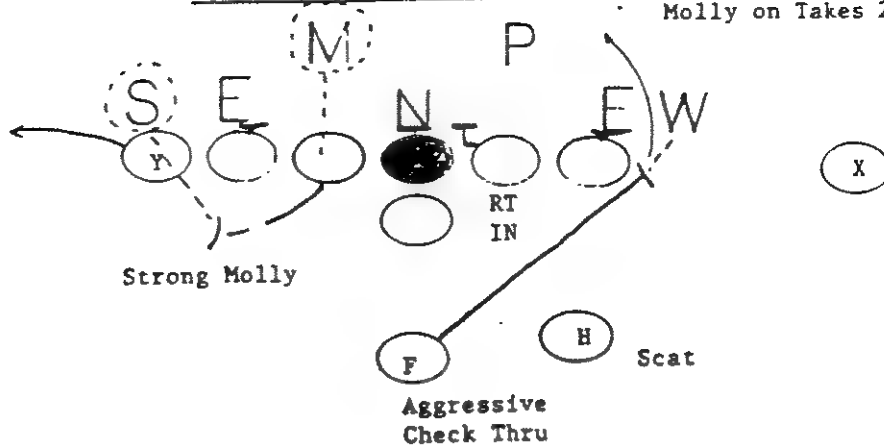


C

376-377 VS. 3 MAN FRONTS

- 3 Man Molly on Takes 2

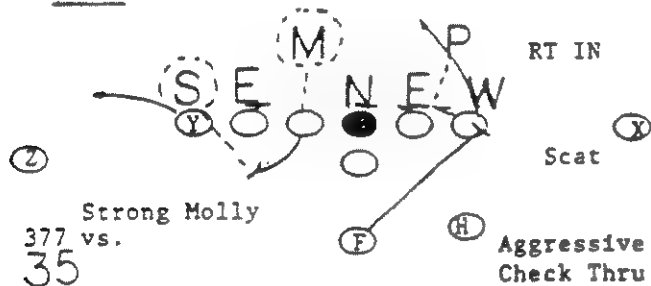
*Keep Molly Vs. 3 Man Personnel When Weak Reduction



377 vs.

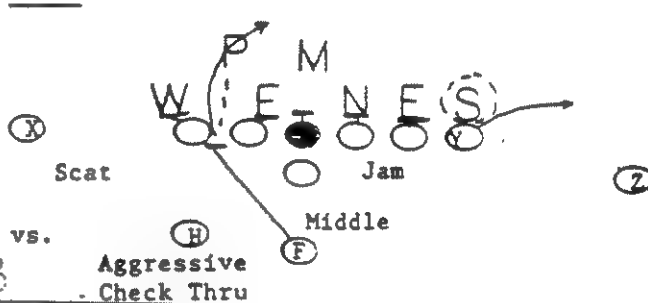
34

3 MAN



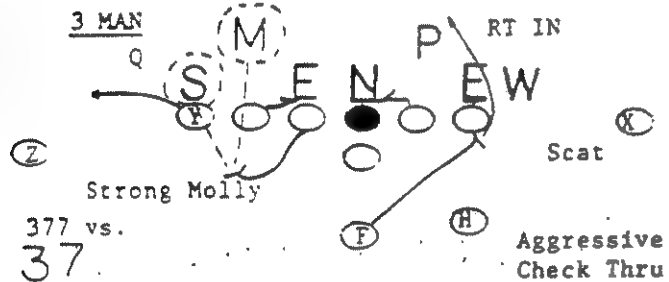
377 vs.
35

4 MAN - Takes 1



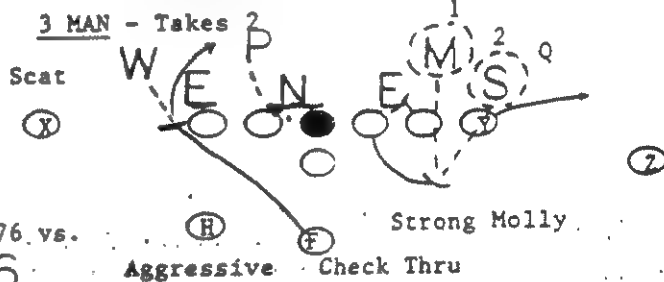
376 vs.
38

3 MAN



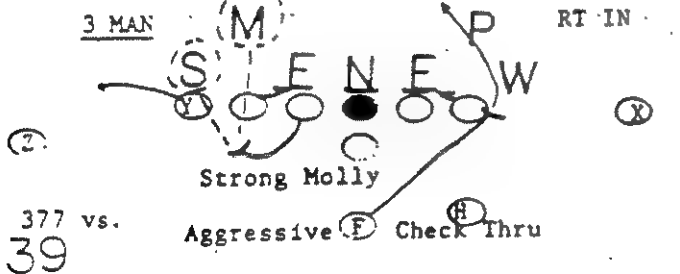
377 vs.
37

3 MAN - Takes 2



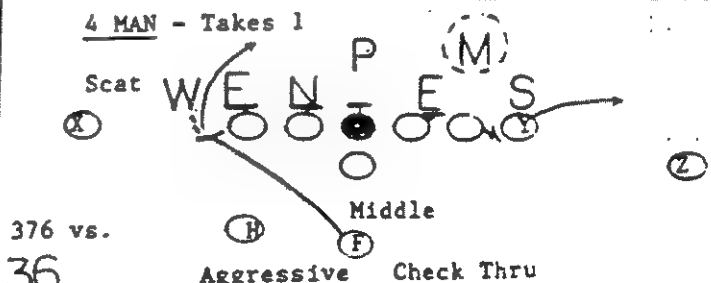
376 vs.
36

3 MAN



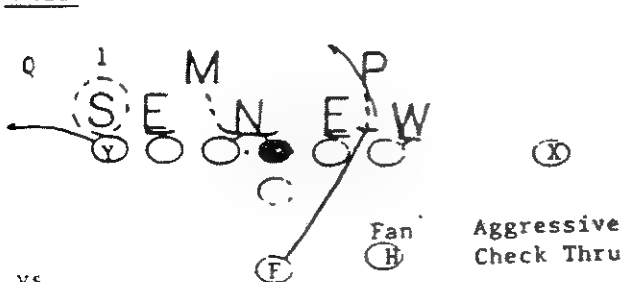
377 vs.
39

4 MAN - Takes 1



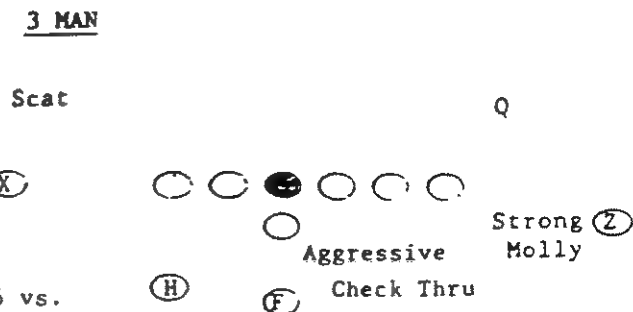
376 vs.
36

4 MAN - Takes 1 Center Uncovered

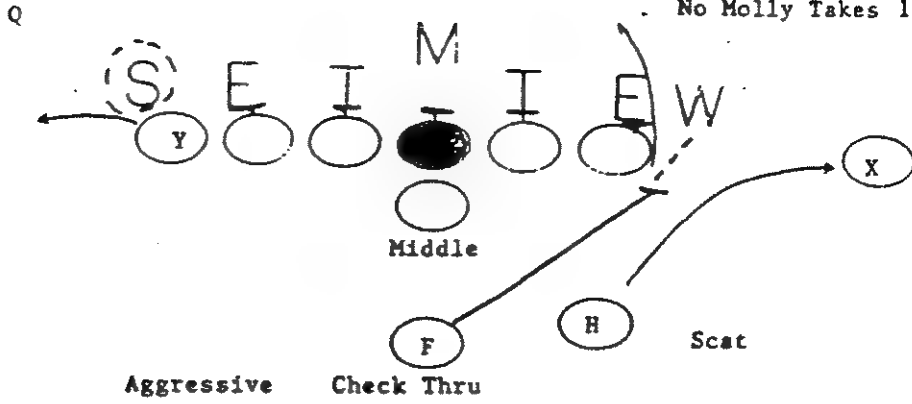


377 vs.
38

3 MAN

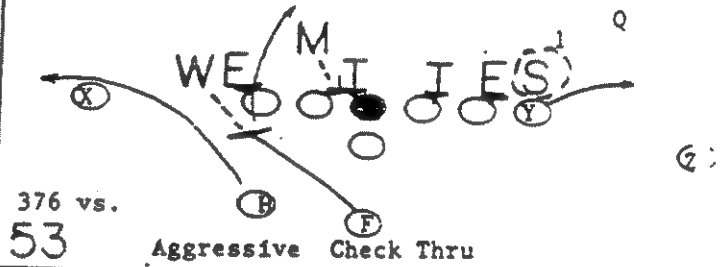
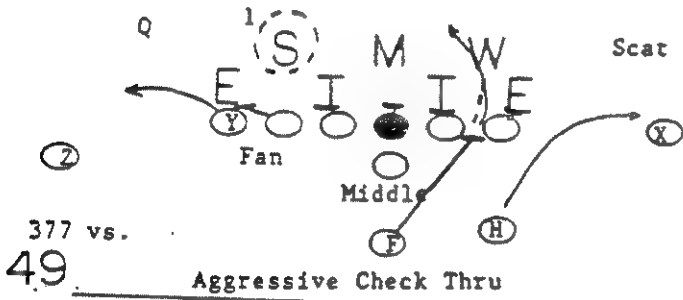


376 vs.



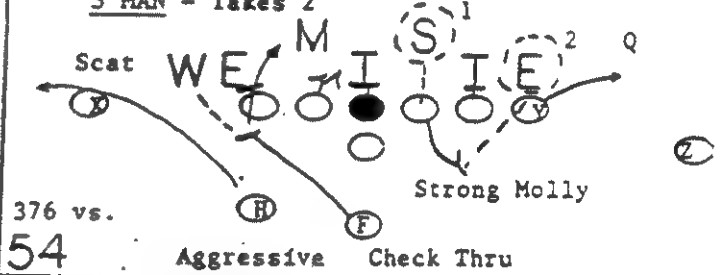
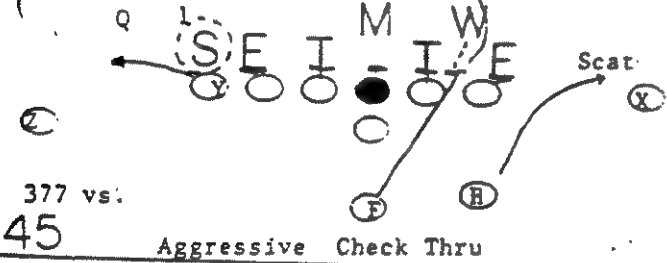
4 MAN - Takes 1

4 MAN - Takes 1



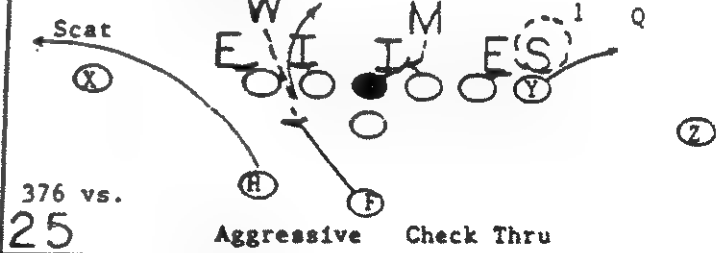
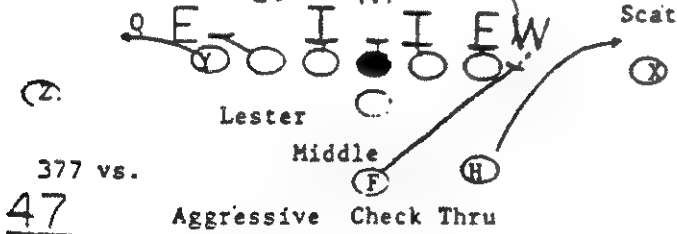
4 MAN - Takes 1

3 MAN - Takes 2



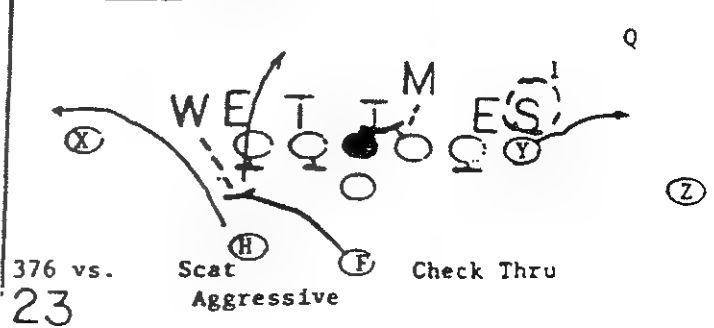
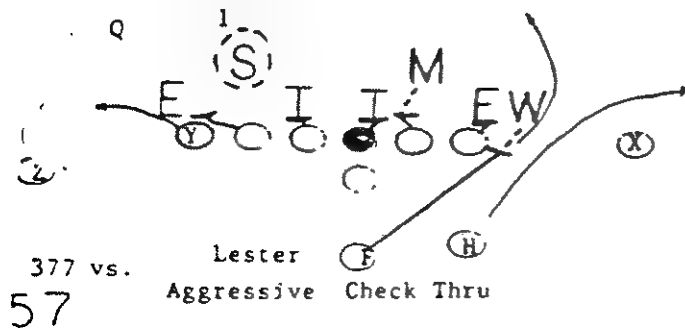
4 MAN - Takes 1

4 MAN - Takes 1



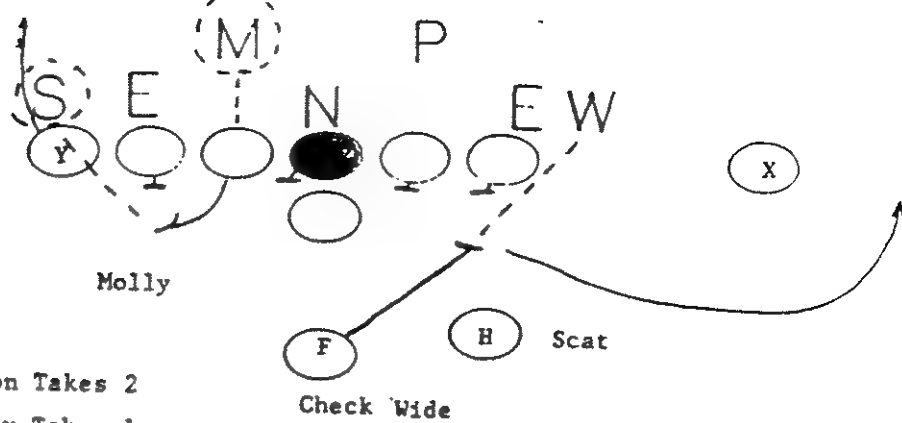
4 MAN - Takes 1

4 MAN - Takes 1



SHORT 76-77 VS. 3 MAN FRONTS

E
POSS CK 60-61
To Reduction

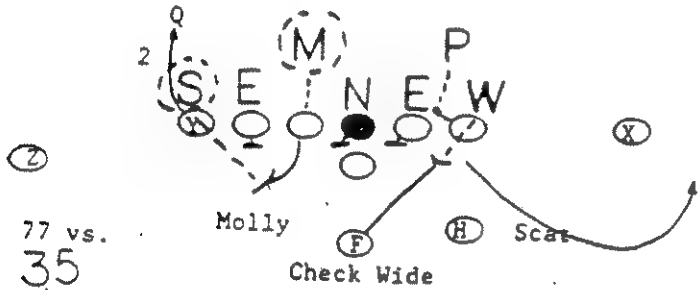


Make 3 MAN - 4 Man
Calls vs. Reductions

77 vs. 34
3 MAN = Molly on Takes 2
4 MAN = No Molly Takes 1

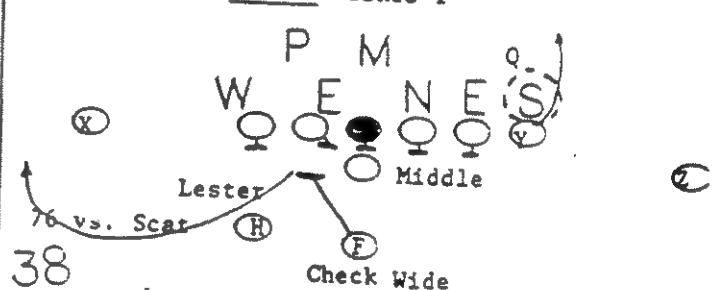
Or * Ck 61

3 MAN - Takes 2



77 vs. 35

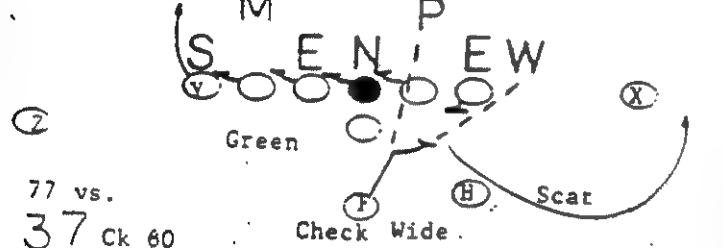
4 MAN Center Uncovered Rule Takes 1



38

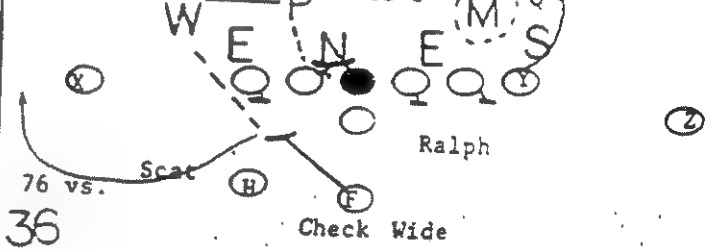
Or * Ck 60

4 MAN - Takes 1



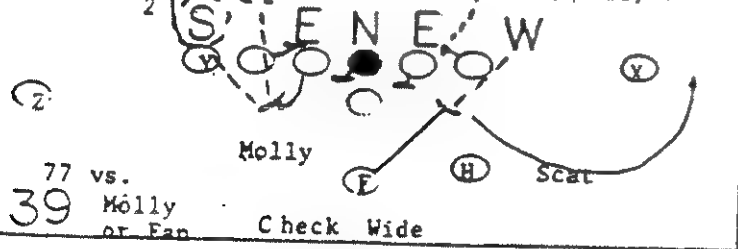
77 vs. 37

4 MAN Center Uncovered Rule Takes 1



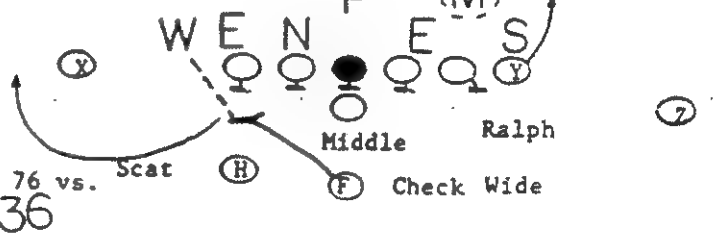
36

3 MAN - Takes 2 (Solid)



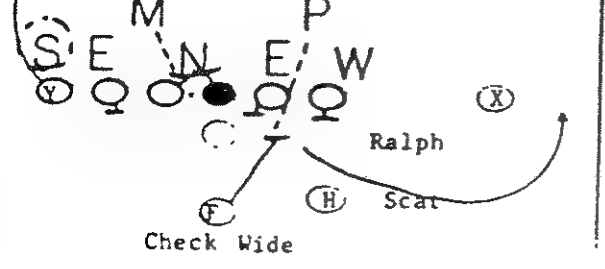
77 vs. 39
Molly or Fan

4 MAN - Takes 1 Center Uncovered Rule

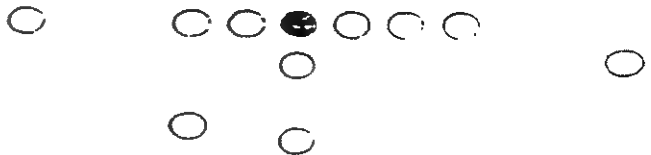


36

4 MAN - Takes 1 Center Uncovered Rule



77 vs. 38



76-77 VS. 4 MAN FRONTS

Takes 1

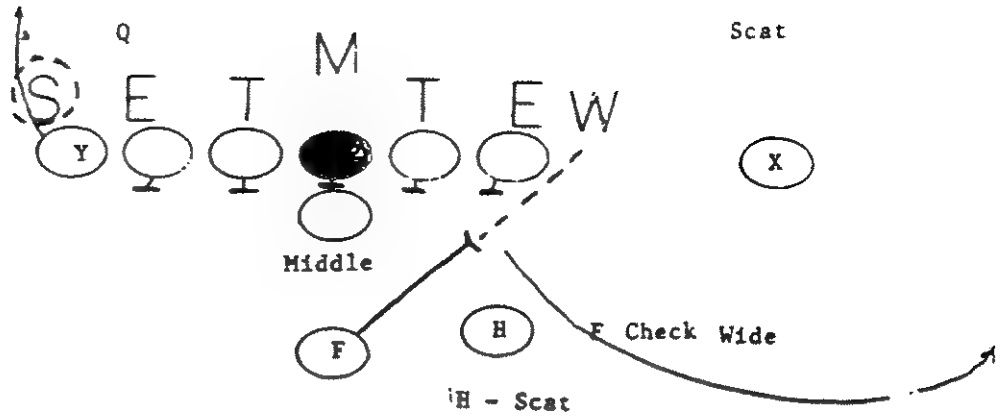
F

*No Molly
Vs. Bubble
Look in
4 Man

(Z) "4 MAN"

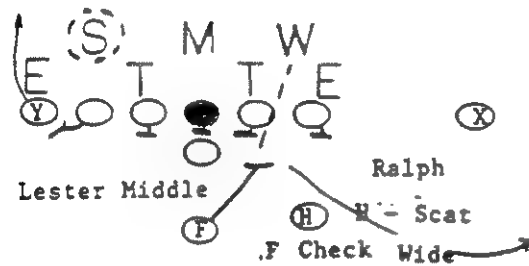
Poss. Ck. 60-61
to Reduction

77 vs.
43



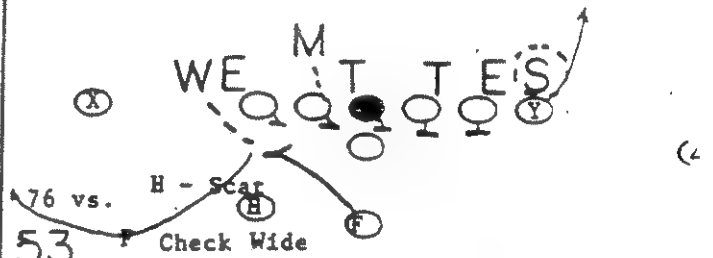
4 MAN

(Z)
77 vs.
49



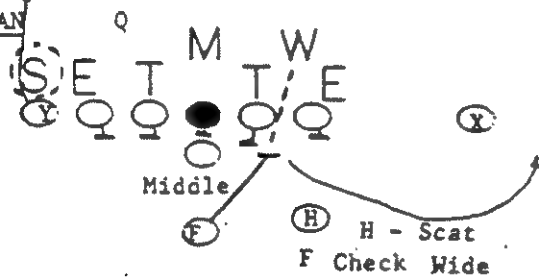
4 MAN OR *CK. 61

76 vs.
53



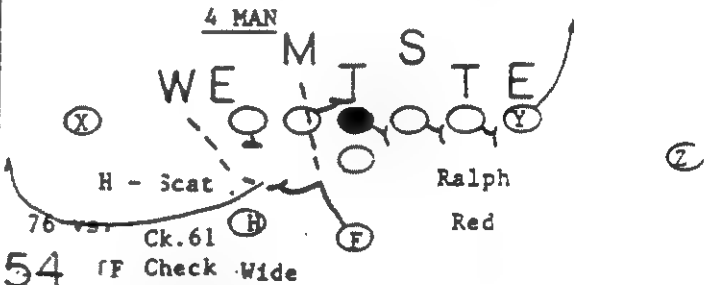
4 MAN

(Z)
77 vs.
45



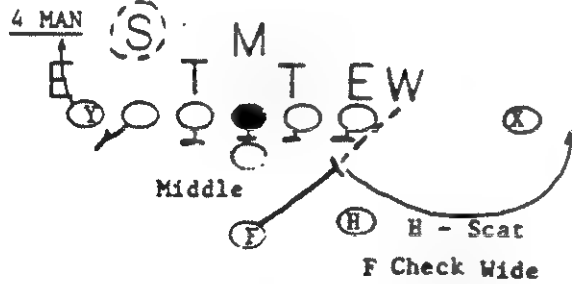
4 MAN

76 vs.
54



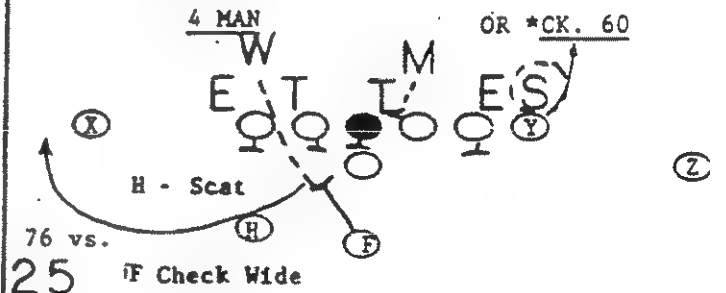
4 MAN

(Z)
77 vs.
47



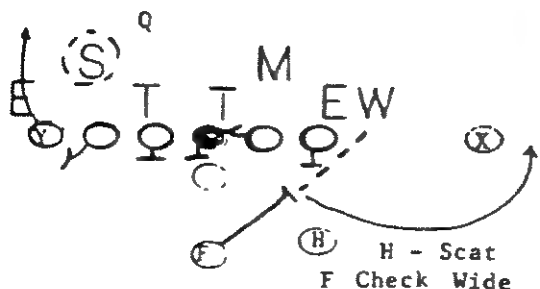
4 MAN

76 vs.
25



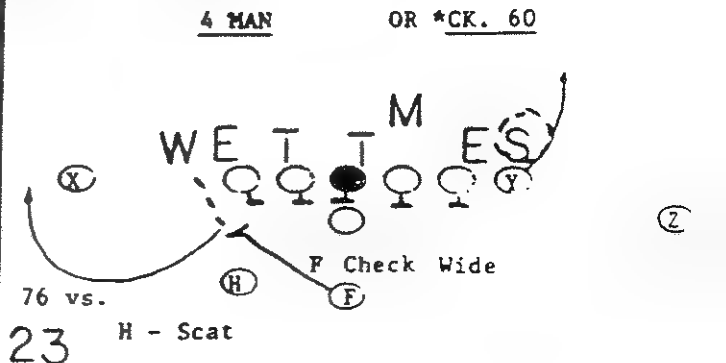
4 MAN OR *CK. 60

77 vs.
57



4 MAN

76 vs.
23



G

78 -79 VS. 3 MAN FRONTS

Vs. 34 - "Ralph - Lester"

Weak or "Base It"

(Game Plan)

(Z)

Check
Slow

Left

Check Slip

Scat

79 vs.

34

Never! Ralph-Lester Strong

Ralph

Check
Slow

79 vs.
35

Check Slip

Scat

Middle

Lester

78 vs.
38

Scat

Check Slip

Check
Slow

4 MAN - No Ralph

Check
Slow

79 vs.
37

Check Slip

Scat

4 MAN - No Lester

78 vs.
36

Scat

Check Slip

Check
Slow

Ralph Wk vs. Triple Lester

Check
Slow

79 vs.
39

Check Slip

Ralph

Scat

W

Scat

78 vs.
36

Check Slip

Middle

Ralph

Check
Slow

79 vs.
38

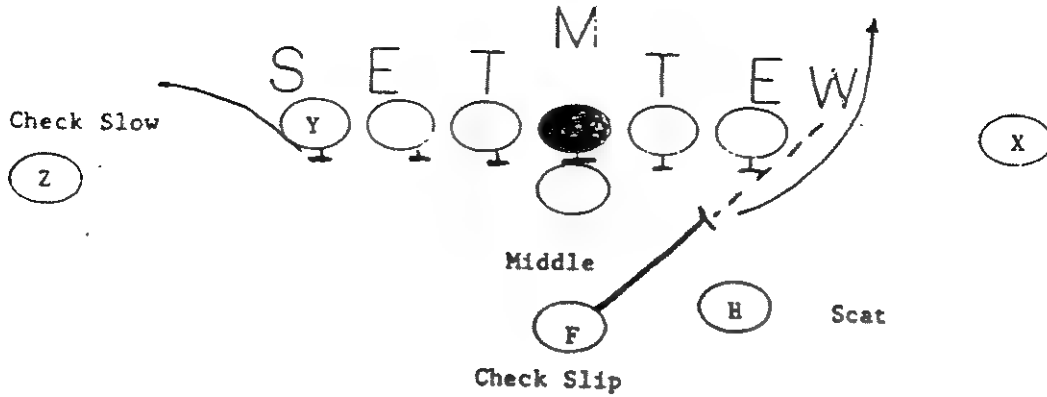
Check slip

Ralph

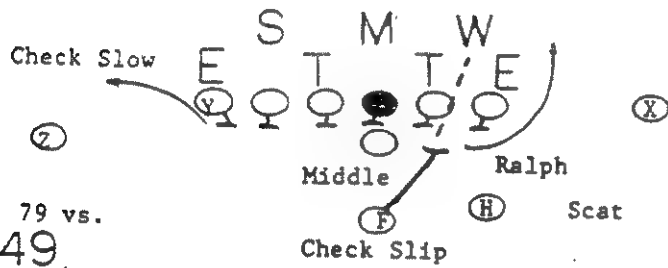
Scat

78 79 VS. 4 MAN FRONTS

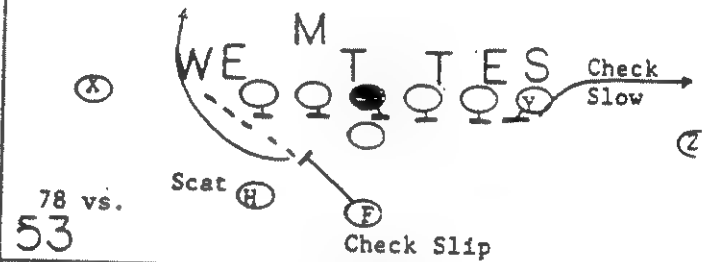
H



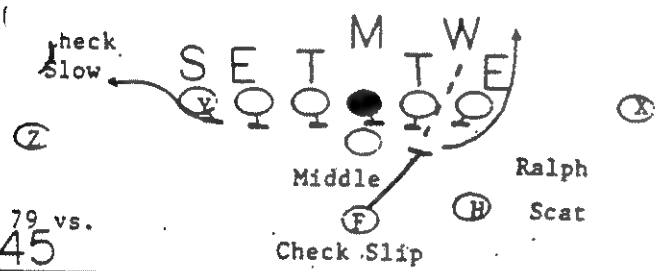
79 vs.
43



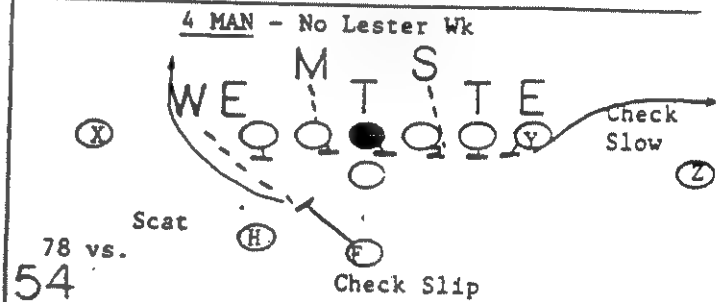
79 vs.
49



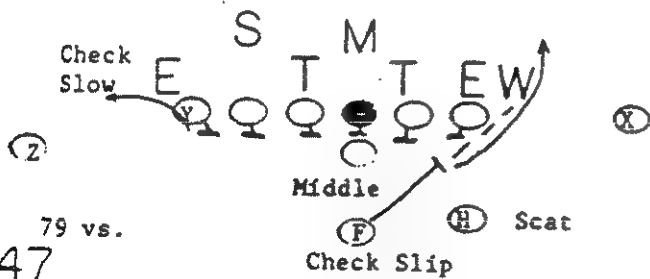
78 vs.
53



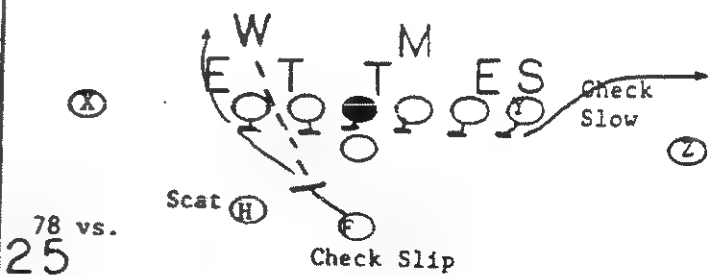
79 vs.
45



78 vs.
54

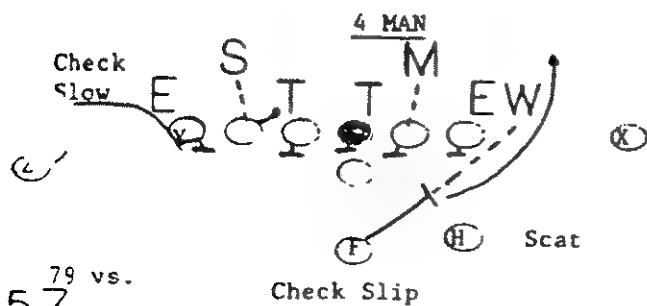


79 vs.
47

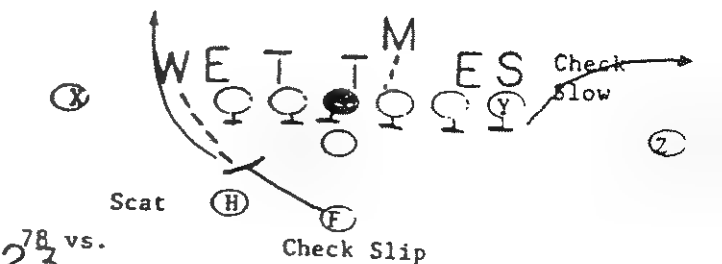


78 vs.
25

*No Wk Ralph-Lester vs. 57



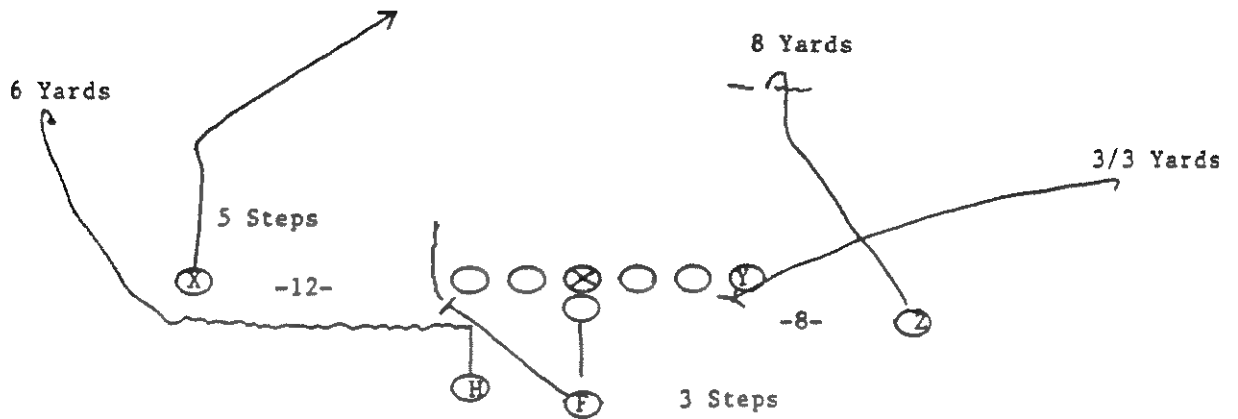
79 vs.
57



78 vs.
23

378 SLANT HITCH WEAK

Pro Right Hum Left



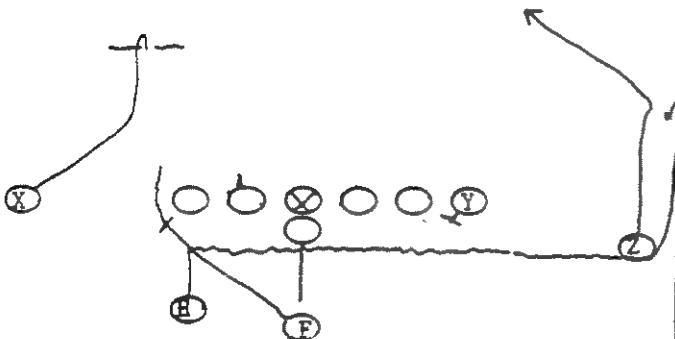
*Audible
378 Slasher

PROGRESSION

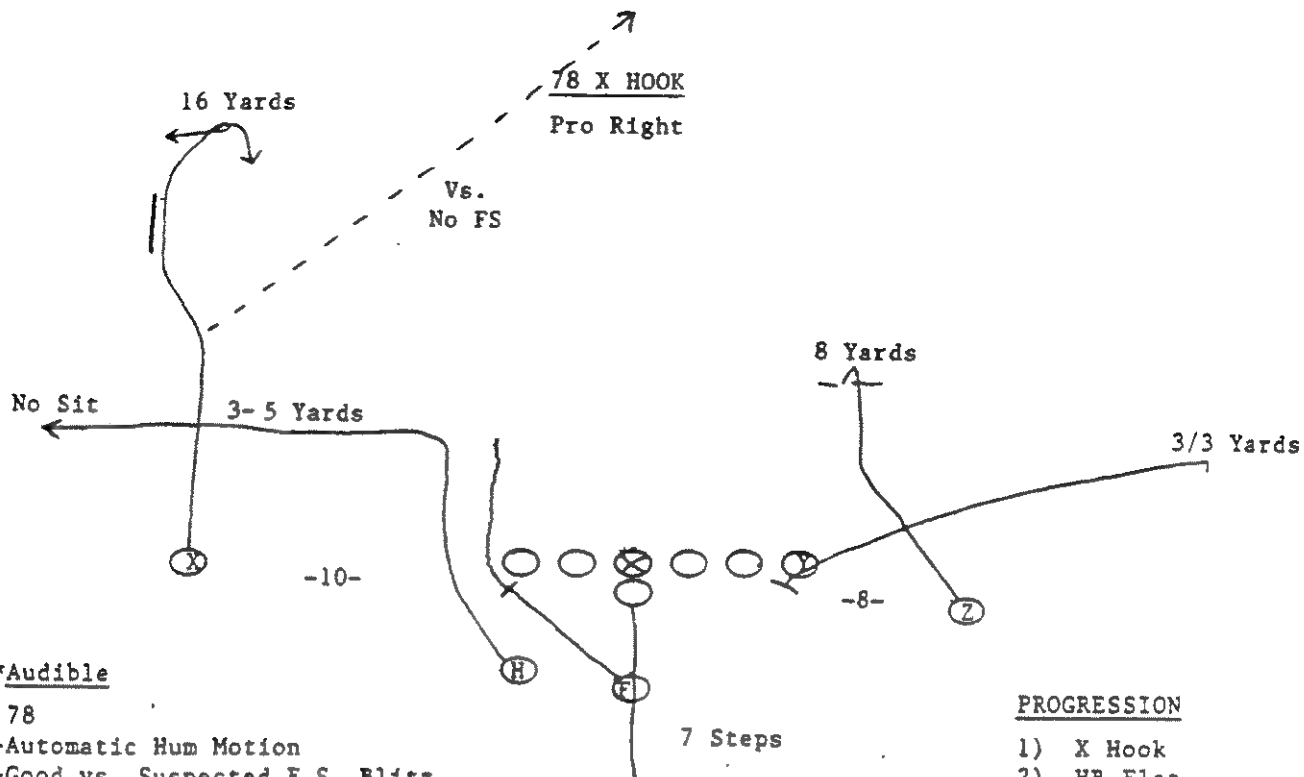
- 1) X Slant
- 2) HB Hitch
- 3) Z Get Open
- 4) Y Check Drag

378 SLANT HITCH STRONG

Pro Right Hum Right



NOTES:



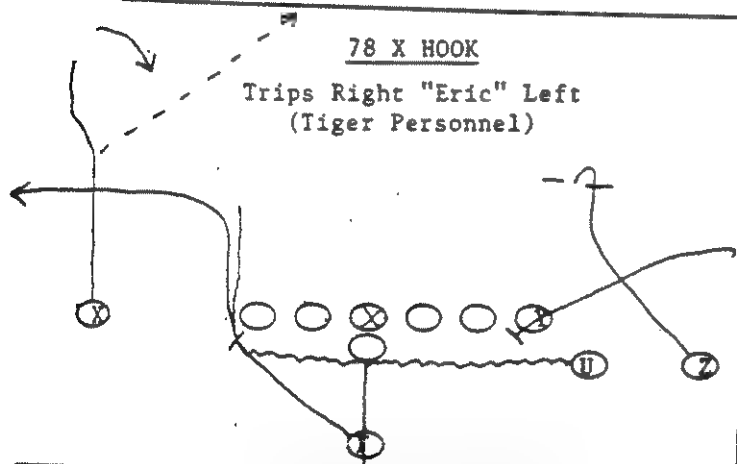
*Audible

78

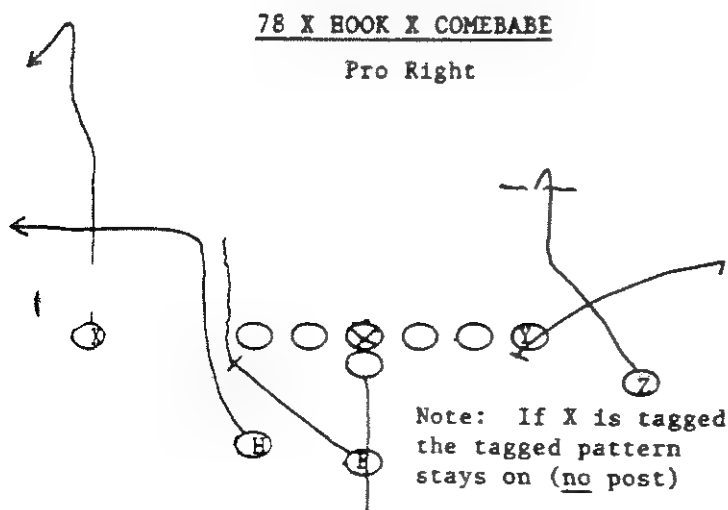
- Automatic Hum Motion
- Good vs. Suspected F.S. Blitz
- X has no Safety Blitz Adjustment when audibled

PROGRESSION

- 1) X Hook
- 2) HB Flat
- 3) FB Check Slip
- 4) Z Get Open
- 5) Y Check Drag

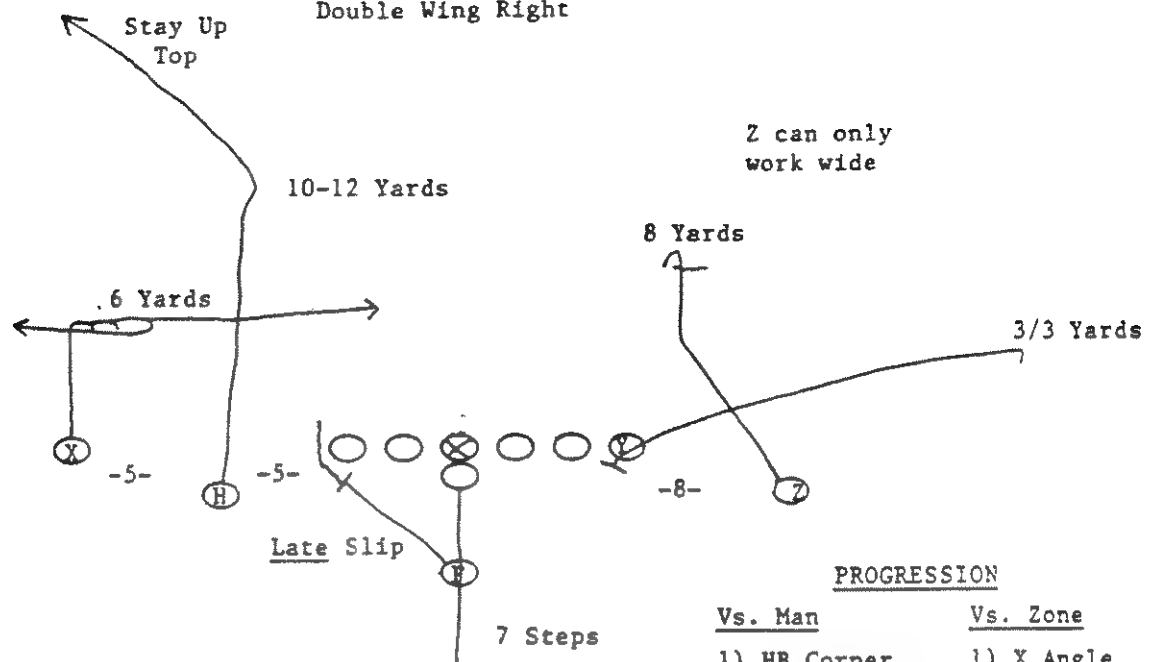


NOTES:



78 X ANGLE

Double Wing Right



Z can only work wide

*Audible

78 Angle Exit

PROGRESSION

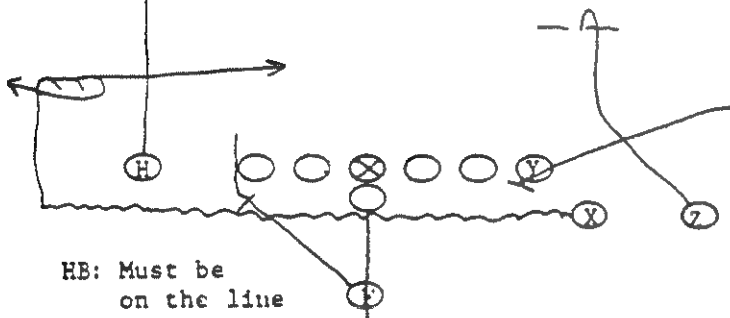
Vs. Man

Vs. Zone

- | | |
|-----------------|---------------|
| 1) HB Corner | 1) X Angle |
| 2) X Angle | 2) Z Get Open |
| 3) Z Get Open | 3) Y Ck. Drag |
| 4) Y Check Drag | |

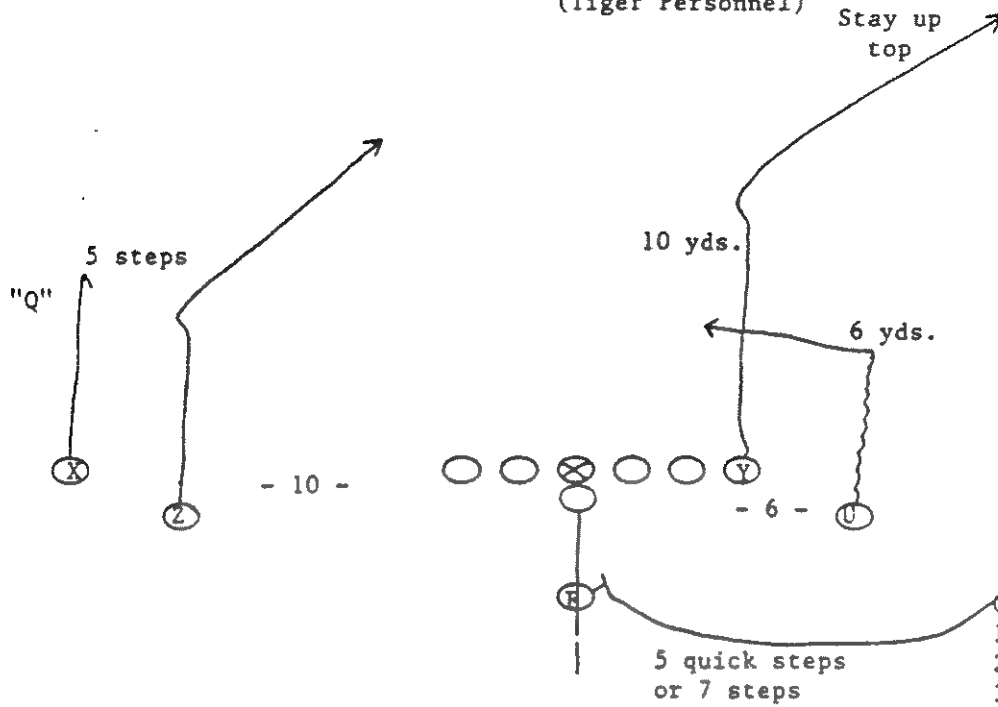
78 X ANGLE

Trips Right Box X Left



NOTES:

90 Slant Hitch U Delay
Trips Right Flip
 (Tiger Personnel)

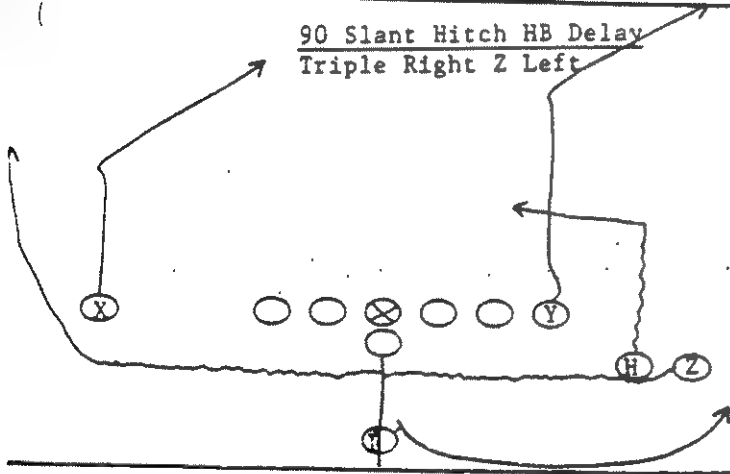


Progression

- 0) X Hitch
- 1) Z Slant
- 2) X Hitch
- 3) Y Corner (vs. Mar
- 4) U Delay
- 5) 5 Check wide

*Audible
 90 Slasher

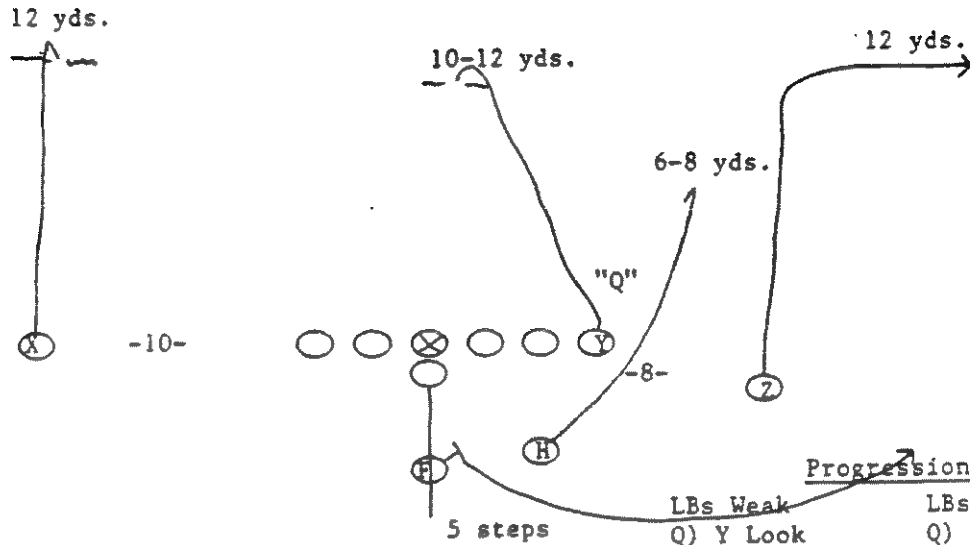
90 Slant Hitch HB Delay
Triple Right Z Left



NOTES:

"Y" still responsible for "Break-off" vs. two guys.

Short 90 X Caliber
Strong Right



*Audible
 Short 90 Excaliber

Note: QB key LBs
 drop on 1st step

LBs Weak	LBs Strong
Q) Y Look	Q) Y Look
1) Z Out	1) X Pivot
2) HB Stop	2) Y Pivot
3) Y Pivot	3) HB Stop
4) FB Check Wide	4) FB Check W:

NOTES:

QB - Pick "A" side in Drop

RUN ACTION PASS

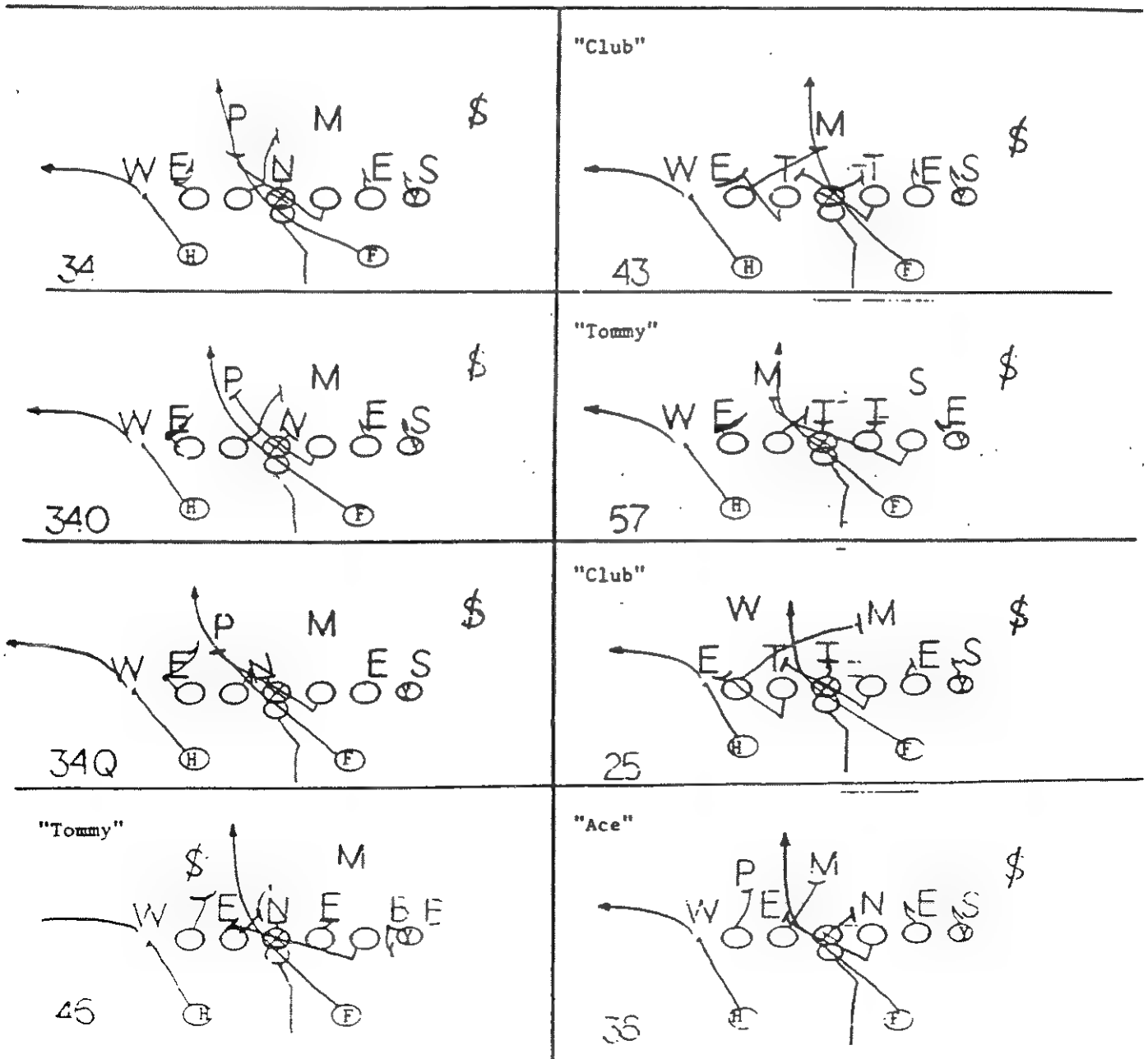
<u>Run Action Protections</u>	<u>Page</u>
1. Pepper 12-13 Trap	A
2. Pepper 16-17 Call	B
3. Pepper 18-19 Patriot	C
4. Pepper 28-29 B Boss	D
5. Pepper 28-29 B Grace Y Hide	E
6. Pepper 36-37 Counter	F
7. Chili 18-19	G

Pepper 13 (12) Trap X Slant	1
Pepper 19 (18) Patriot	2
Pepper 17 (16) Call X Post	3
Pepper 29 <u>B</u> Boss Z Post	4
Pepper 29 (28) Grace Y Hide	5
Pepper 36 (37) Counter X Cross	6
Chili 19 (18) Mike Y-X Cross	7

Block the play.

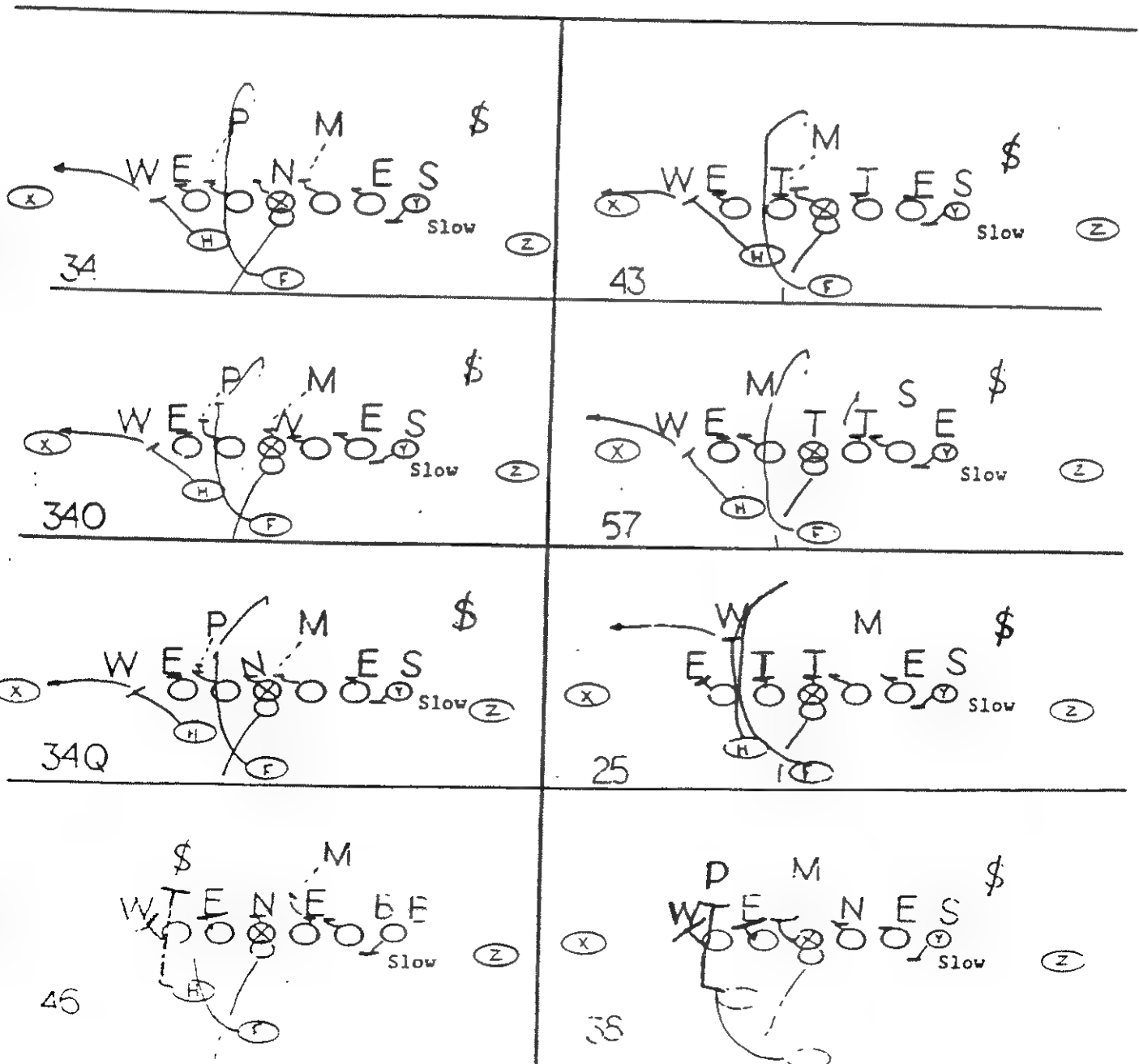
HB - Bluff the EMOL to a Flat Route.

FB - Execute 12-13 Trap 5 yards thru the L.O.S.

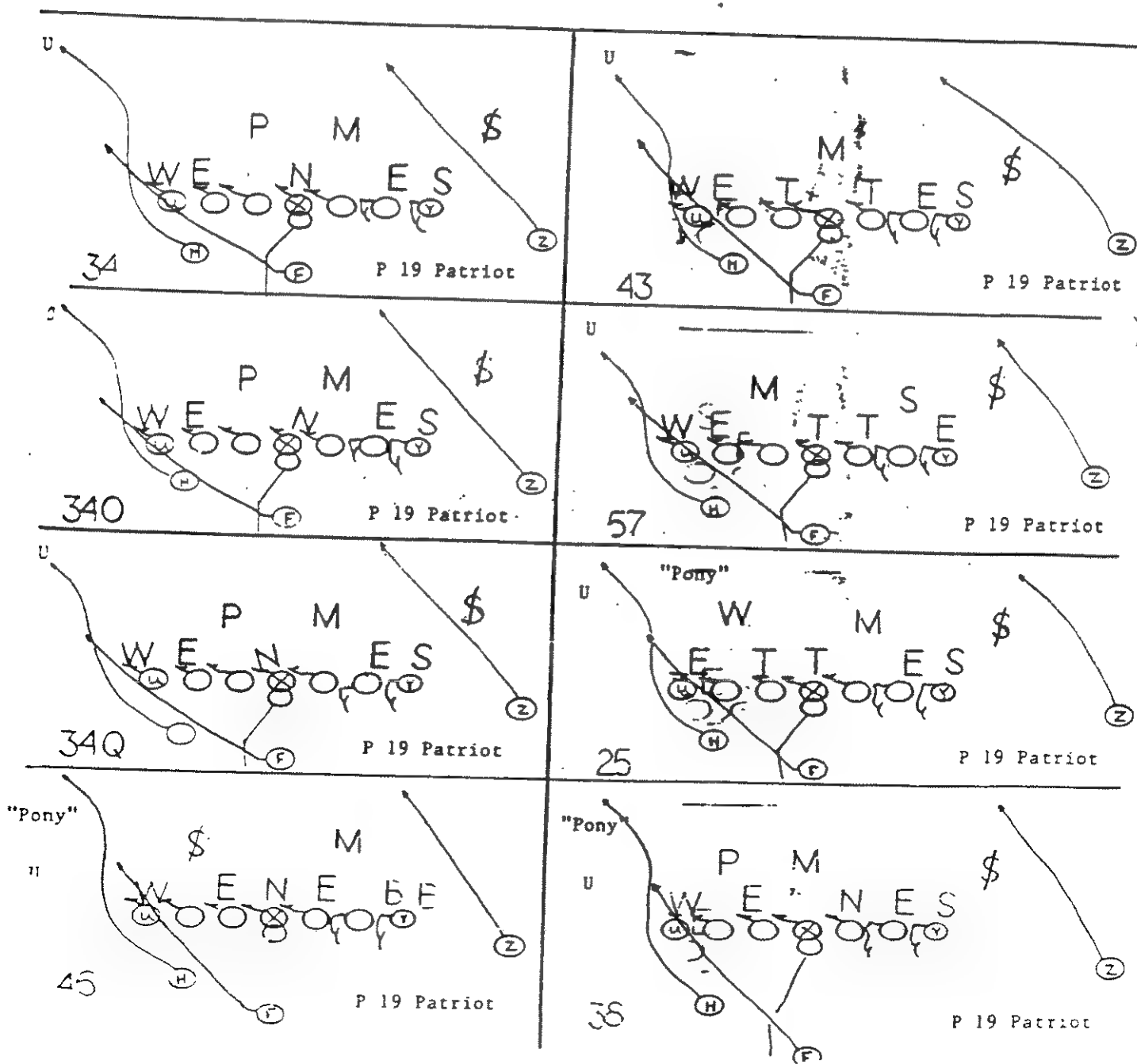


- O. Line - Execute 16-17
 HB - Block EMOL. Alert possible Fan.
 FB - Great Fake 16-17 Action - Thru Route (Sell the Run).
 QB - Execute 16-17 Action.

BACKS
 STAGGER
 ALIGNMENT



HB - Avoid Boss Block to Corner Route
FB - Execute 18-19 (Alert Tuff Corner) Great Fake.

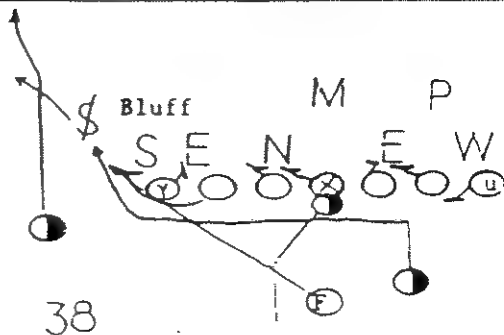
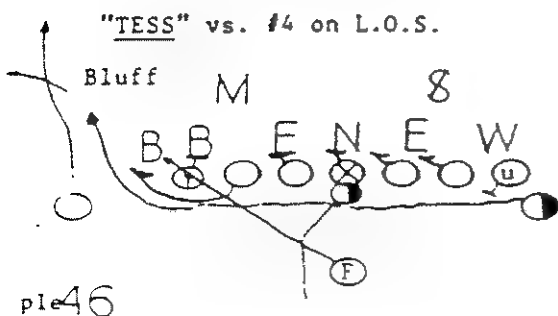
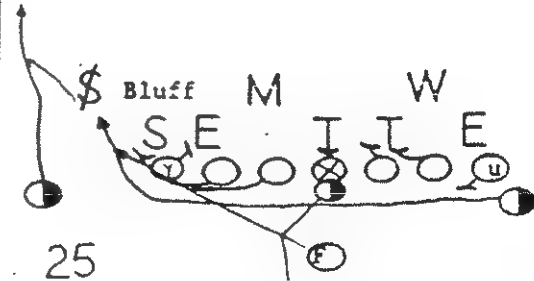
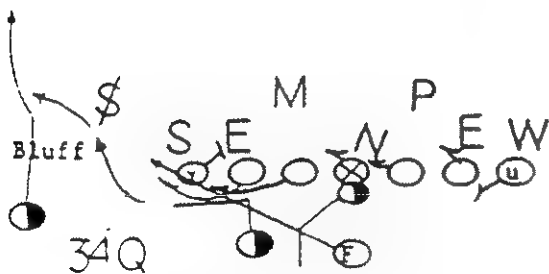
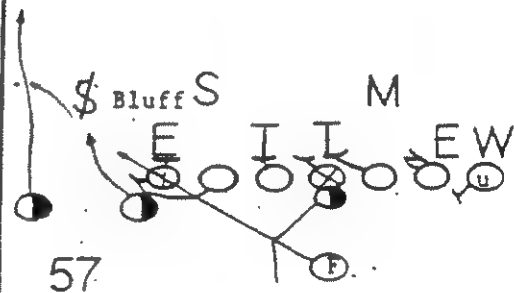
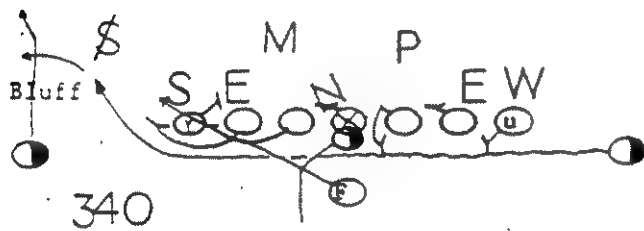
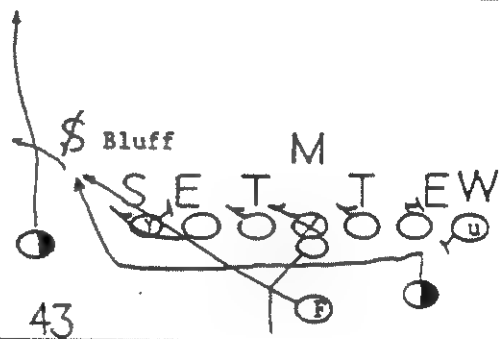
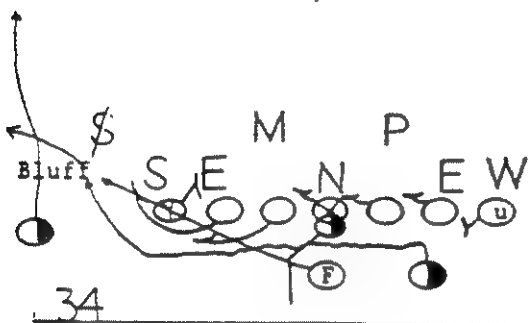


O. Line - Execute 28-29 B Boss

HB - Bluff the force -- Lazy Corner

FB - Execute 28-29 B Boss Action (Sell the Run)

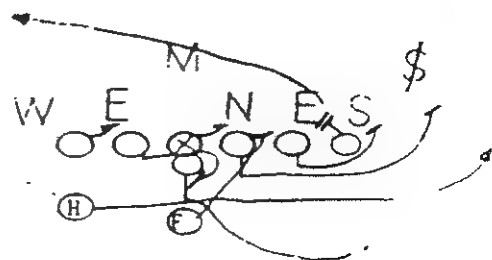
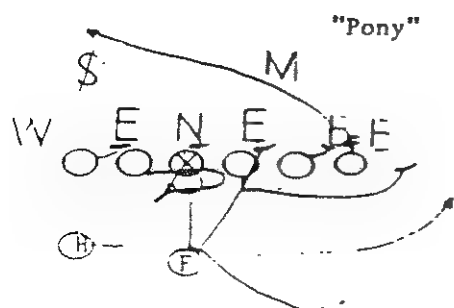
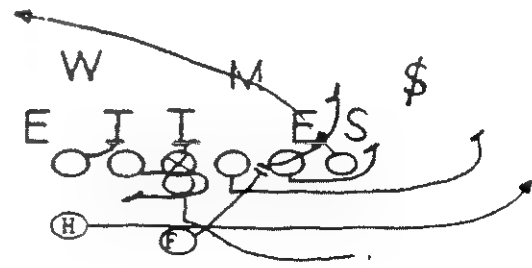
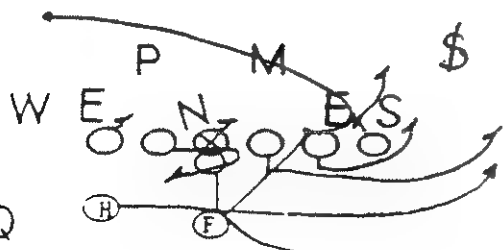
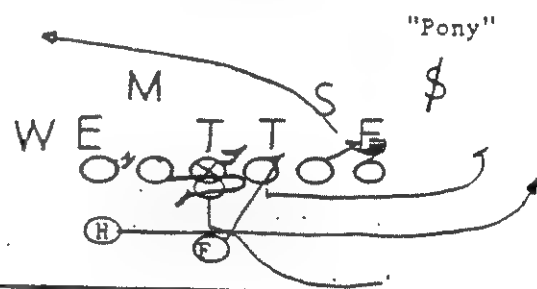
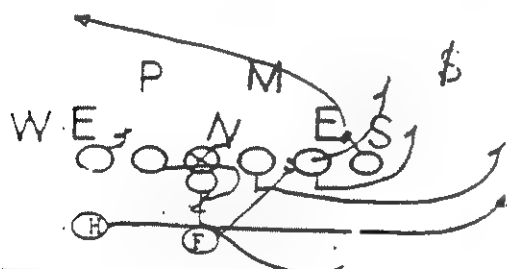
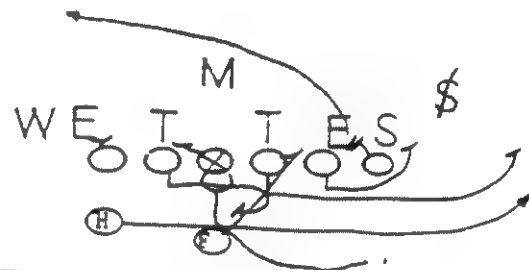
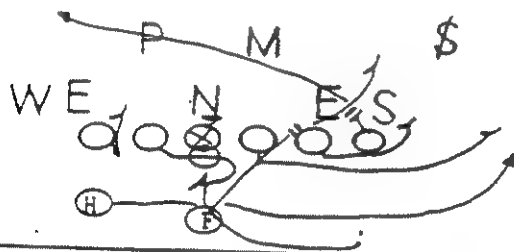
QB - Execute 28-29 B Boss Action



Block the play.

FB - Secure the "B" Gap to the LB....

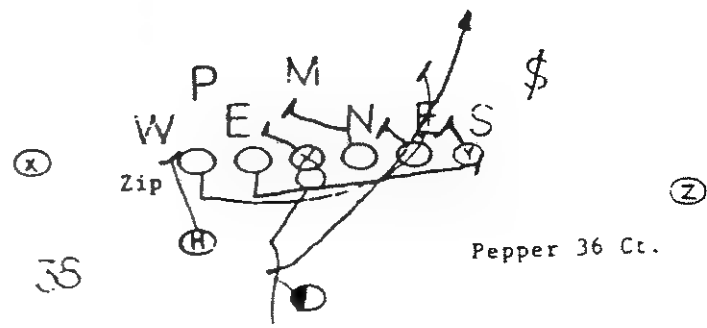
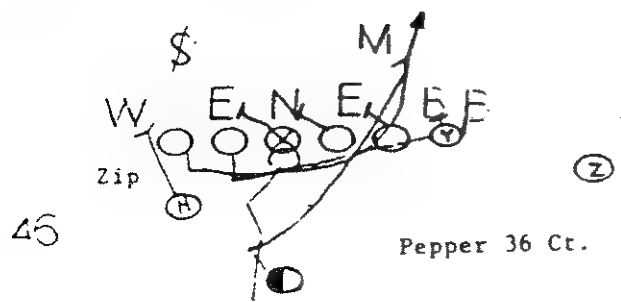
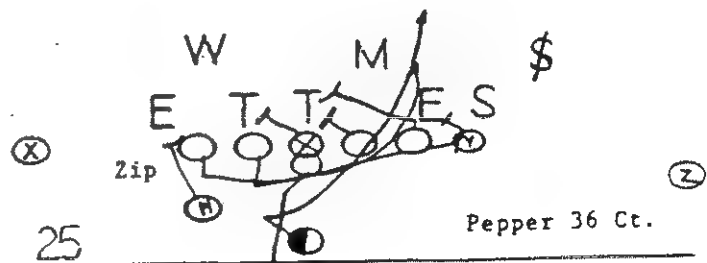
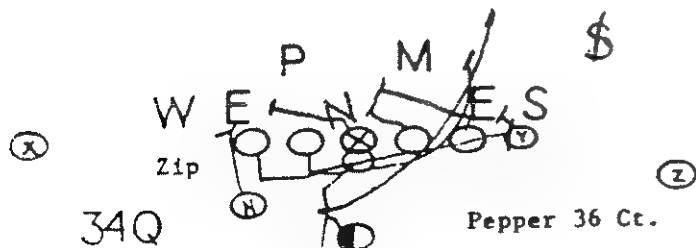
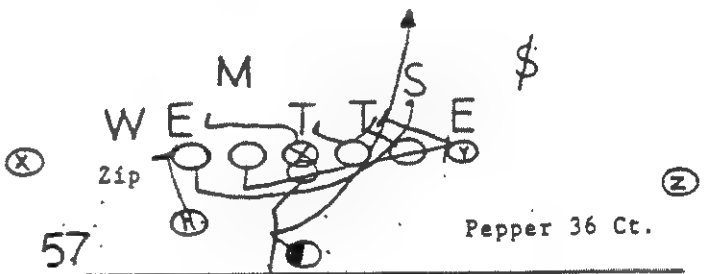
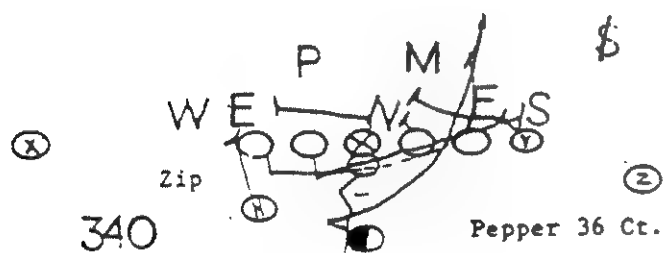
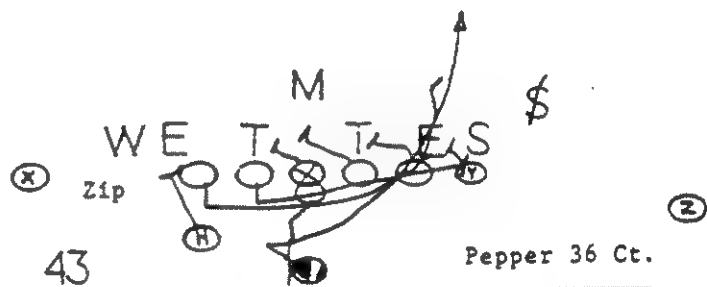
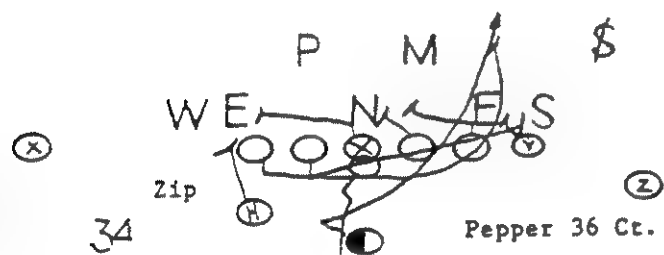
HB - Execute HB Grace....Great Fake.



QB - Counter action to a drop back set.

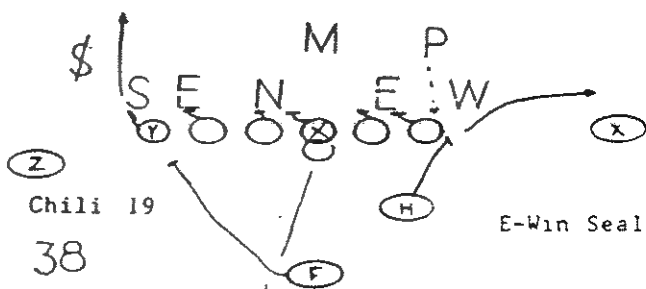
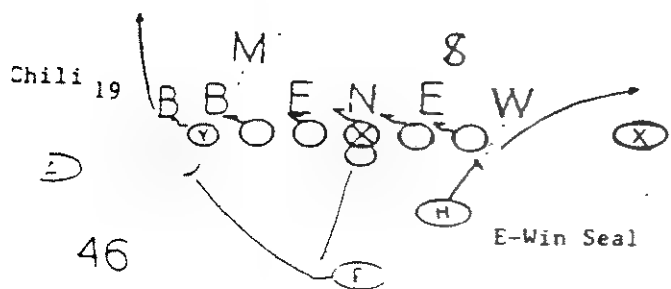
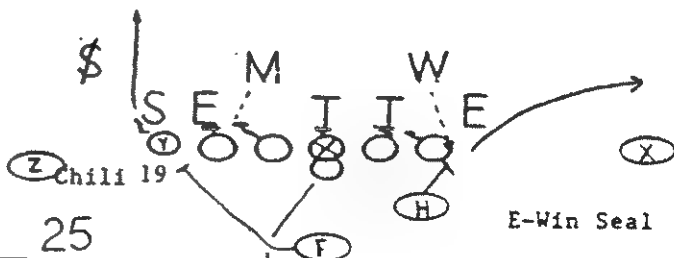
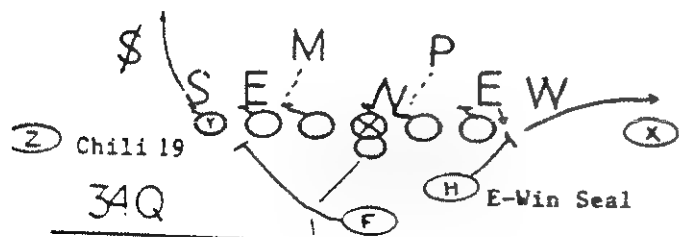
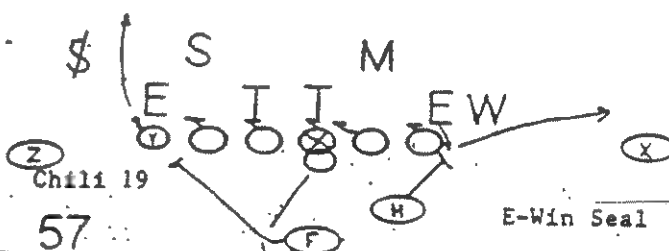
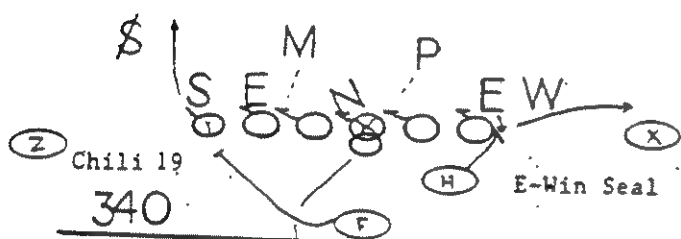
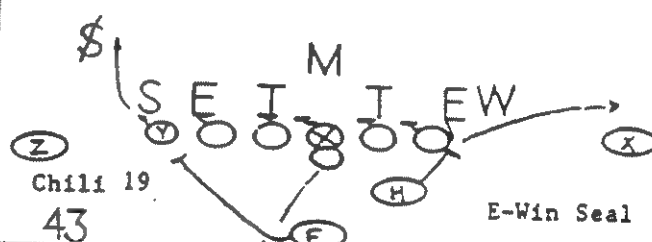
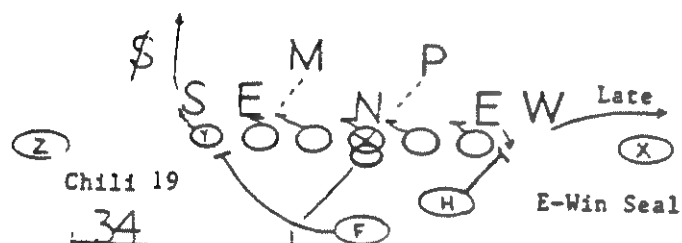
HB - Block Zip Area.

FB - Great Counter Fake thru the L.O.S. (5 yards)



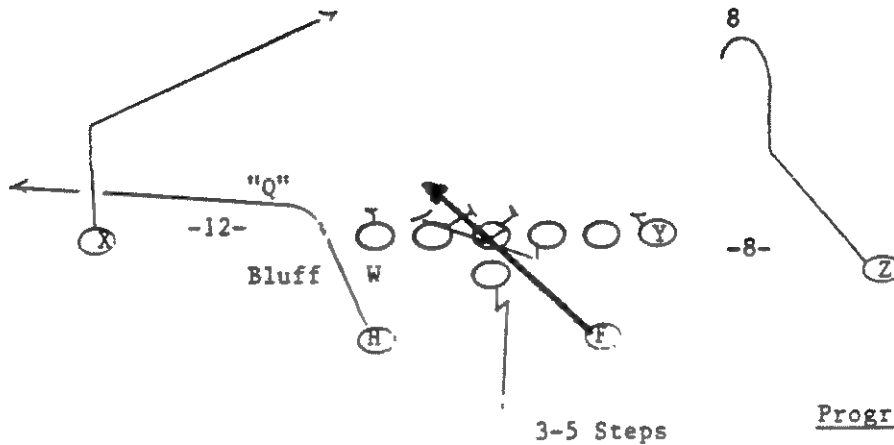
- O Line - Execute 18-19 Mike
 HB - Block the first defender that shows outside the backside Tackle.
 FB - Execute 18-19 Action - Block the SLB'er
 QB - Execute 18-19 Mike Action

BACKS
 STAGGER
 ALIGNMENT



PEPPER 13 (12) TRAP X SLANT

Split Right



Note: W Backer not blocked

Run Action Pass

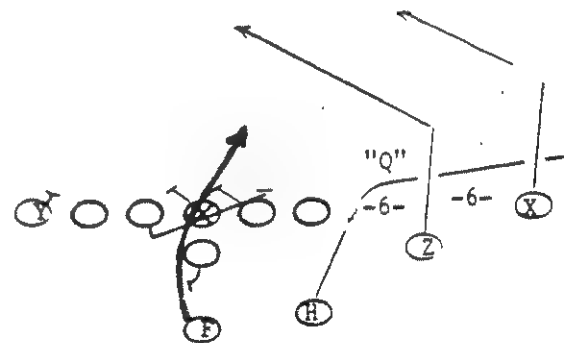
Everyone Block 13 (12) Trap
Sell the Run.

Progression

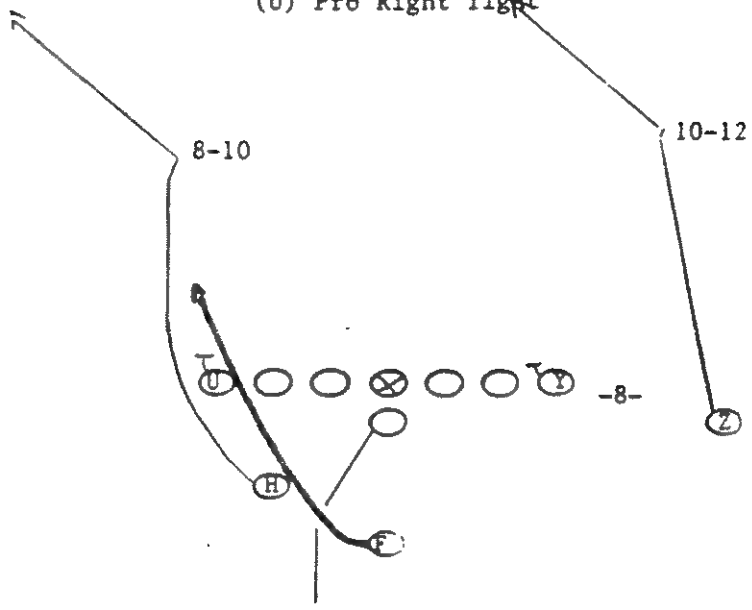
- Q) HB Flat
- 1) X Slant
- 2) HB Flat
- 3) Z Get Open

PEPPER 32 (33) TRAP FLIP SLANT

Pro Left Flip



(U) Pro Right Tight



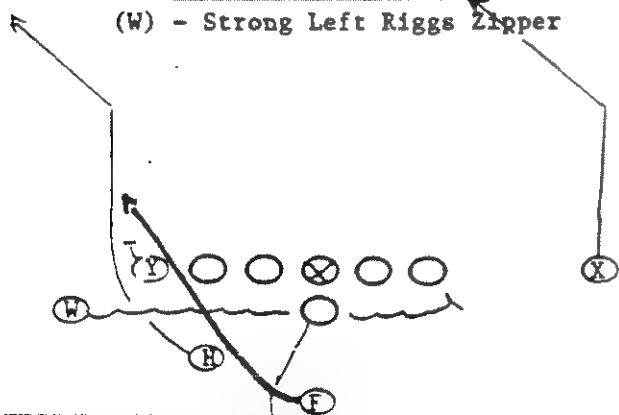
Run Action Pass

Everyone Block 19 (18).
Sell the run.

Progression

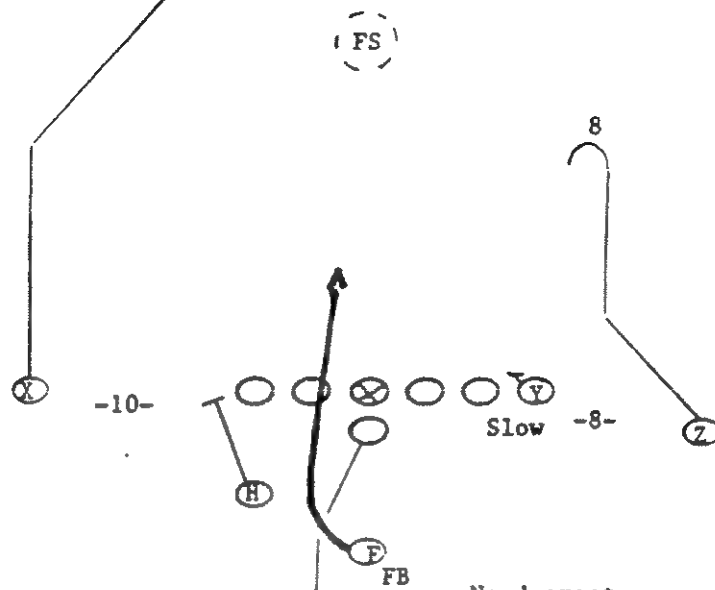
- 1) HB Corner
- 2) 2 Post

PEPPER 19 (18) PATRIOT
(W) - Strong Left Riggs Zipper



PEPPER 17 (16) CALL X POST

Pro Right



Run Action Pass

Everyone block 17 (16) call
Sell the run.

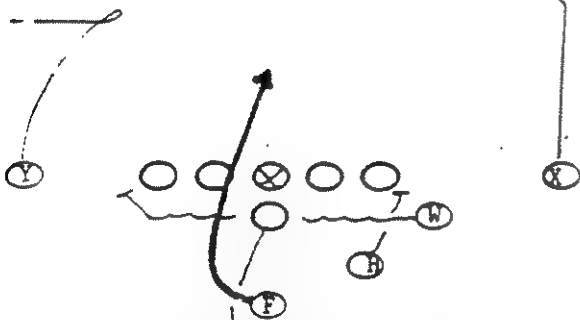
Need great
fake.

Progression

- 1) X Post
- 2) Z Get Open

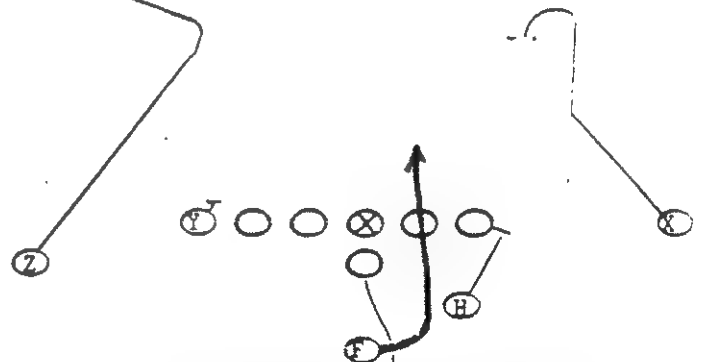
PEPPER 17 (16) EASY X POST

(W) Pitt Left



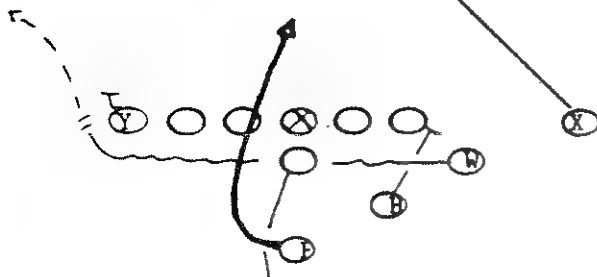
PEPPER 16 (17) CALL Z HAIRPIN

Pro Left



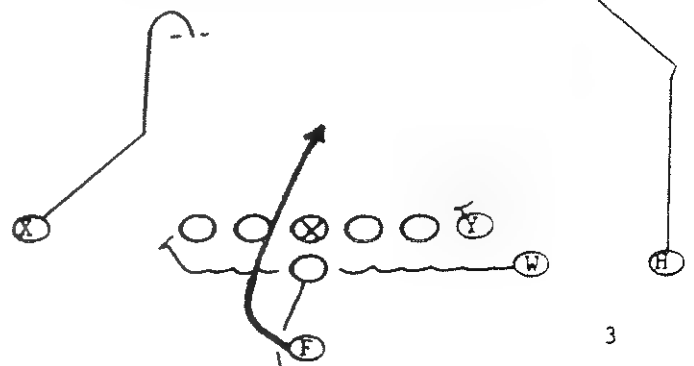
PEPPER 17 (16) MIKE X TAKE OFF

(W) Pro Left Flip Eric Left



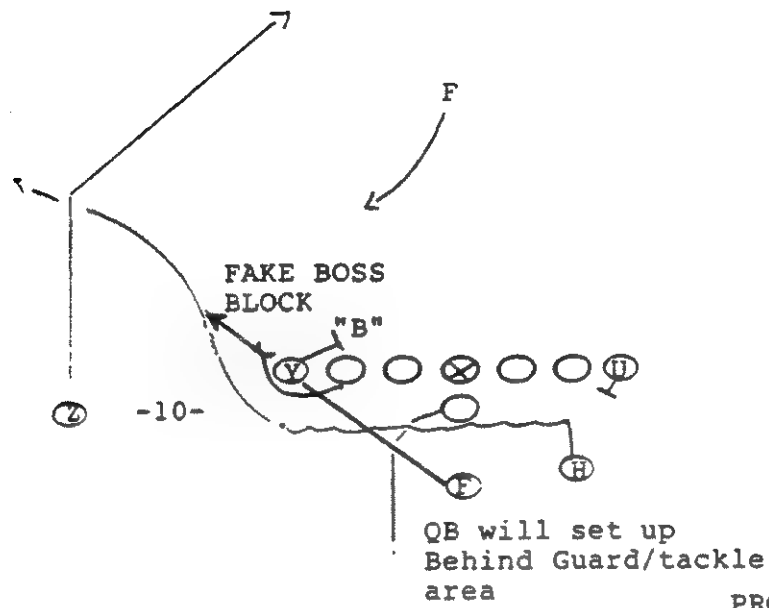
PEPPER 17 (16) KICK HB POST

(W) Trips Right Riggs Left



PEPPER 29 B. BOSS Z POST

(U) Pro Left Tight Hum Left



PROGRESSION

- 1) Z Post
- 2) HB Fan Out

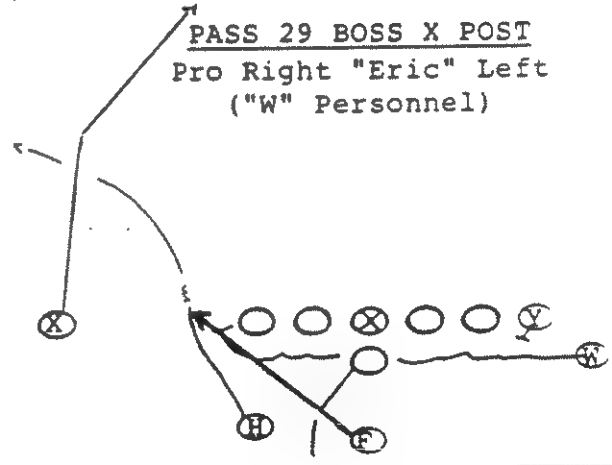
RUN ACTION PASS

Everyone Block
29(28) B Boss
Sell the run

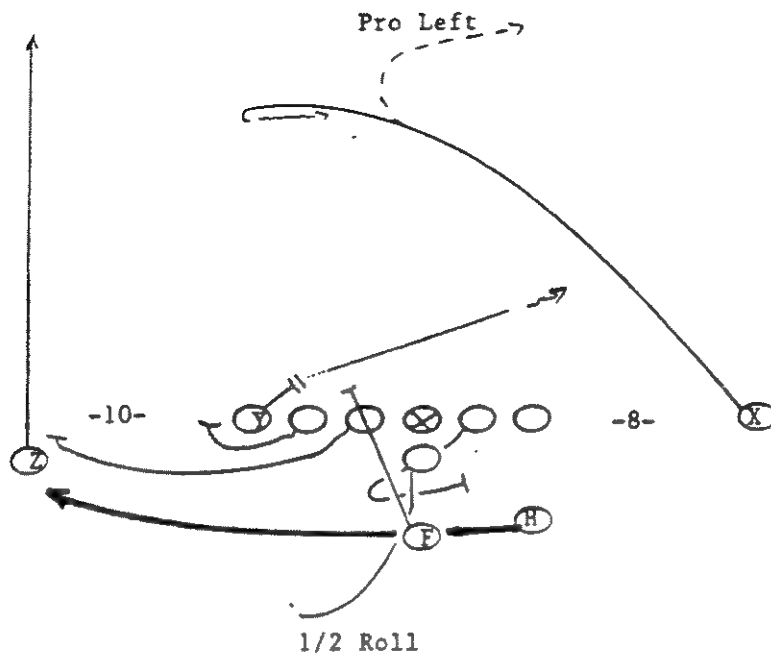
Can also be called with
18-19 Action by backs



PASS 29 BOSS X POST
Pro Right "Eric" Left
("W" Personnel)



PEPPER 29 (28) GRACE Y HIDE



Run Action

Everyone Block 29 (28) B Grace
Sell the run.

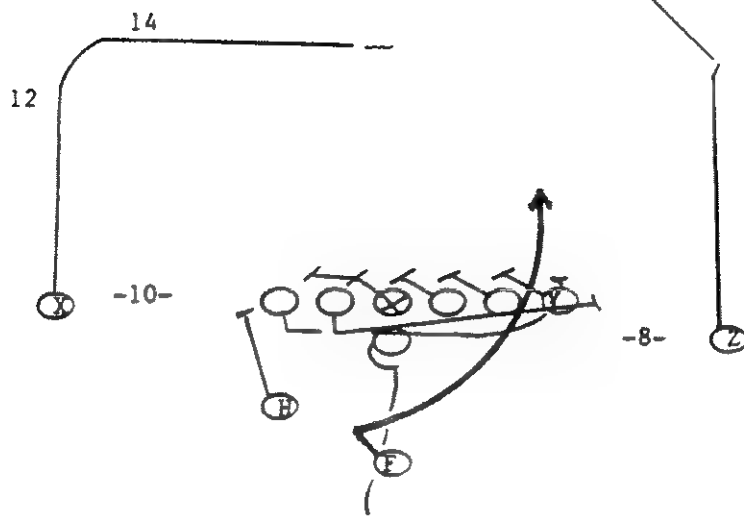
Progression

- 1) Y Hide
- 2) X Slide



PEPPER 36 (37) COUNTER X CROSS.

Pro Right



Run Action

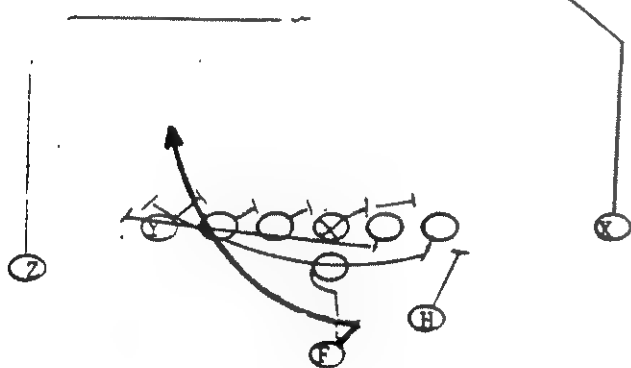
Everyone Block 36 (37) Counter
Sell the run.

Progression

- 1) Z Post
- 2) X Cross

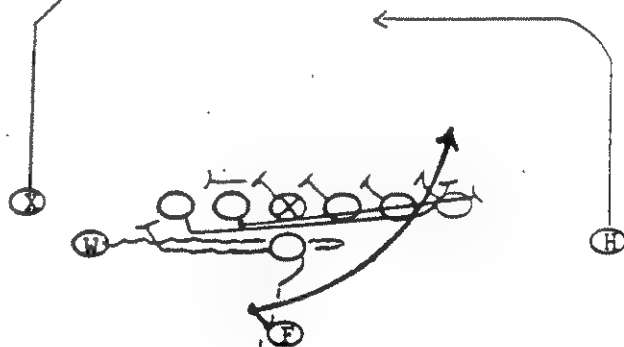
PEPPER 37 (36) COUNTER Z CROSS

Pro Left



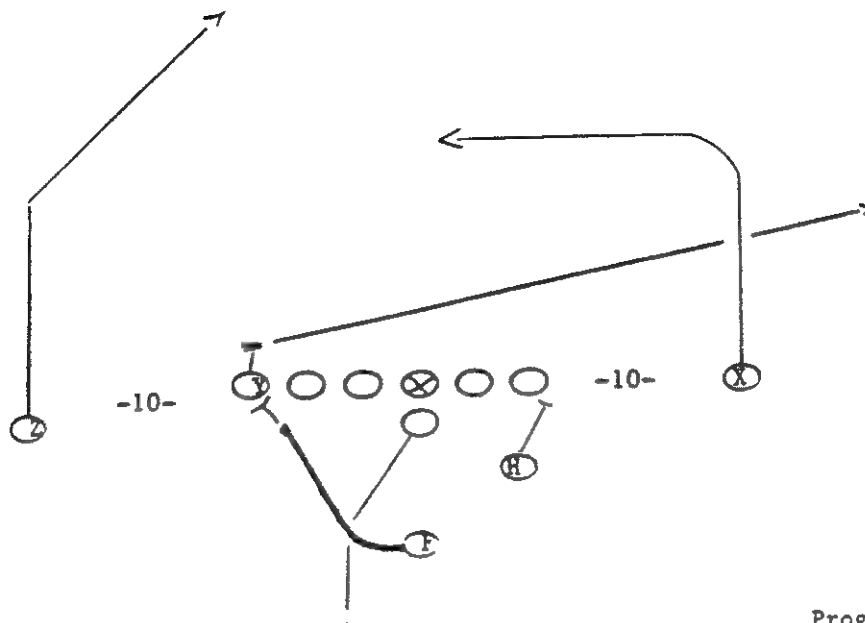
PEPPER 36 (37) COUNTER HB CROSS

(W) Trips Right Flip Eric In & Out



CHILI 19 (18) MIKE Y-X CROSS

Pro Left



Run Action:

Everyone Block 19 (18) Mike
Sell the run.

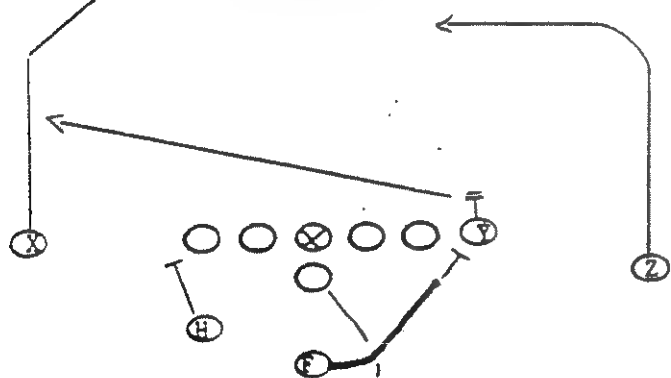
*NOTE: Chili - Faking back has
blocking responsibilities

Progression

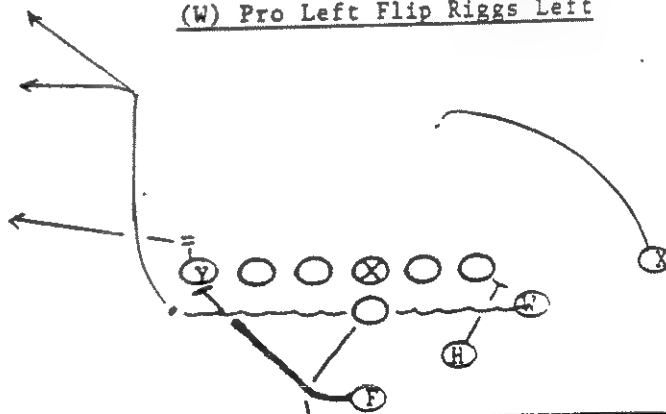
- 1) Z Post
- 2) X Cross
- 3) Y Bump Shallow
Cross

CHILI 18 (19) MIKE Y-Z CROSS

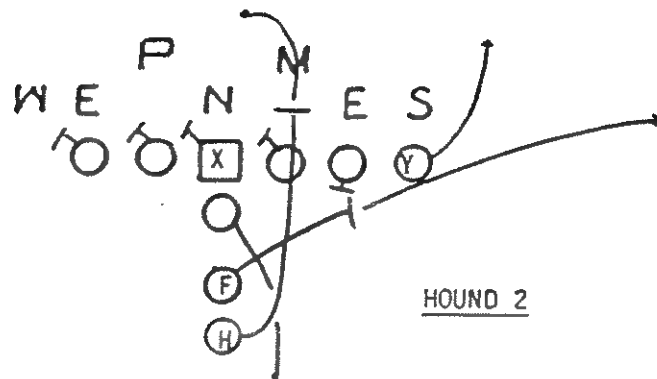
Pro Right



CHILI 19 (18) MIKE YELLOW (W) Pro Left Flip Riggs Left

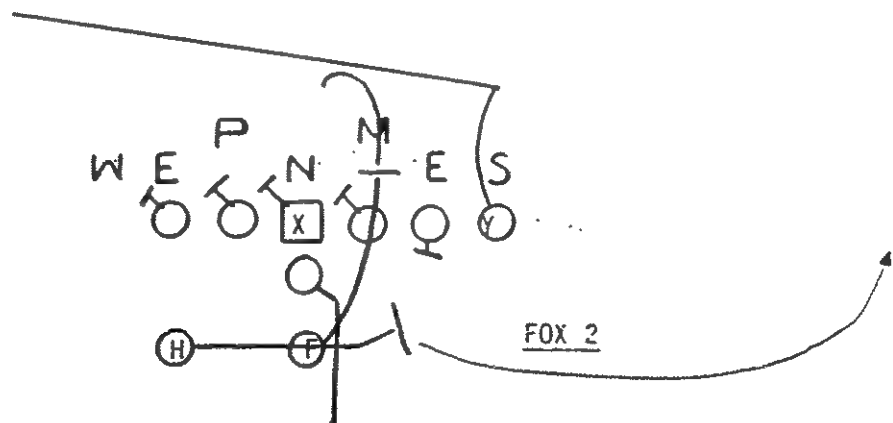


PLAY ACTION WITH QB BEHIND CENTER-GUARD GAP



HOUND 2/3

1. Hound 2 is I Right Formation.
2. Hound 3 is I Left Formation.
3. FB check Sam - Flat.
4. HB check Mike - Thru.
5. Linemen slide away from called side versus 34 defense.



FOX 2/3

1. Fox 2 is Pro Right Formation.
2. Fox 3 is Pro Left Formation.
3. FB check Mike -- Thru.
4. HB check Sam -- Wide.
5. Linemen slide away from called side versus 34 defense.
6. Y Shallow Cross.

PLAY ACTION

Play Action Protections

Page

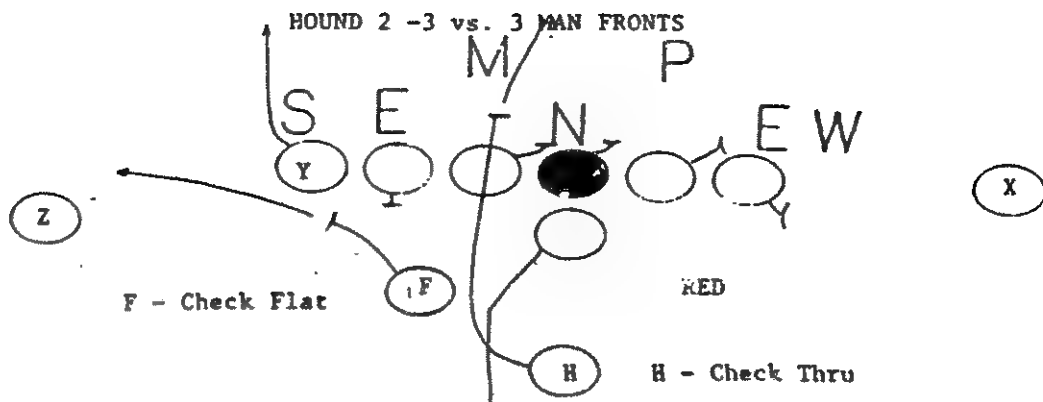
1. Hound 2-3
2. Fox 2-3
3. Hare 2-3

A-B
C-D
E

Fox 2 Flanker Short Post
Hound 2 Dancer (Tag)
Hare 2 Okie

1
2
3

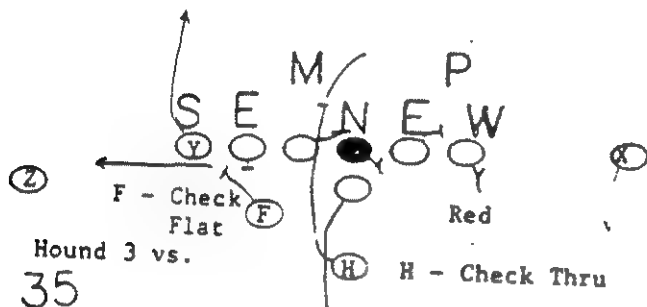
A



Hound 3 vs.

34

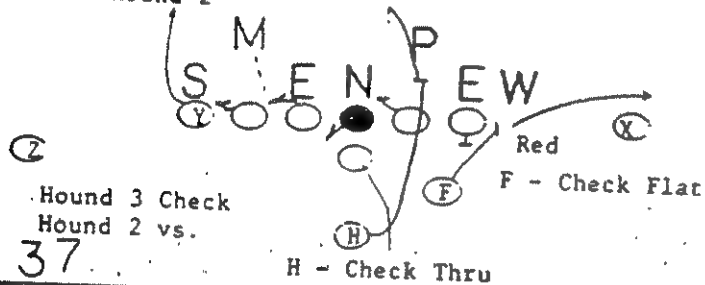
(Strong Change)



Hound 3 vs.

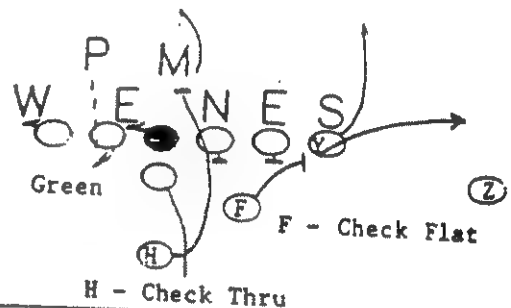
35

*CK Hound 2



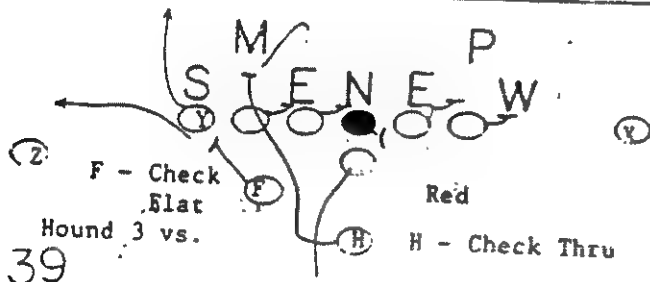
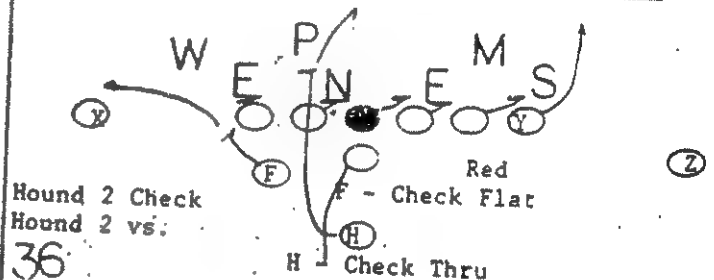
Hound 2 vs.

38



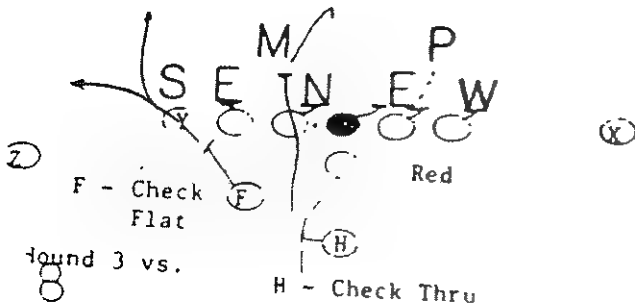
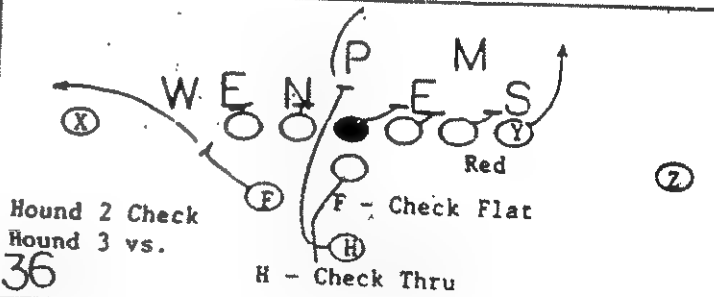
Hound 2 Check
Hound 2 vs.

36



Hound 2 Check
Hound 3 vs.

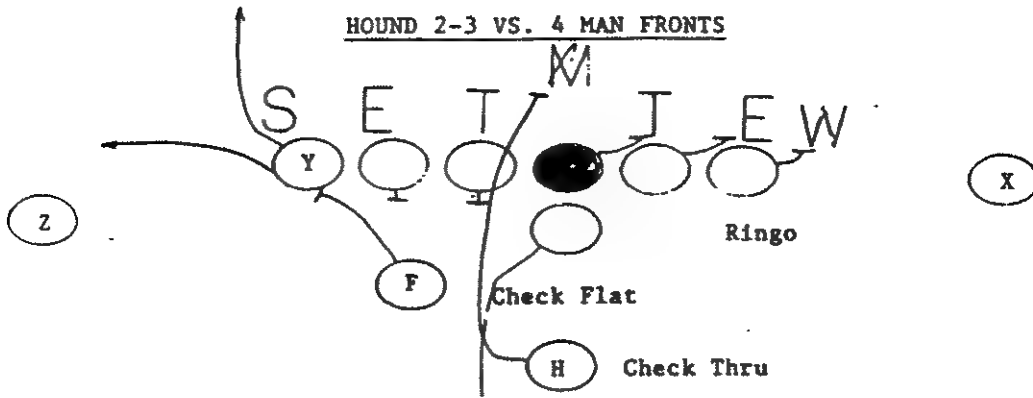
36



Hound 3 vs.

HOUND 2-3 VS. 4 MAN FRONTS

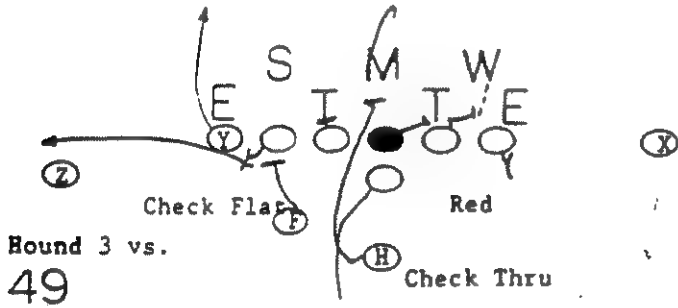
B



Hound 3 vs.

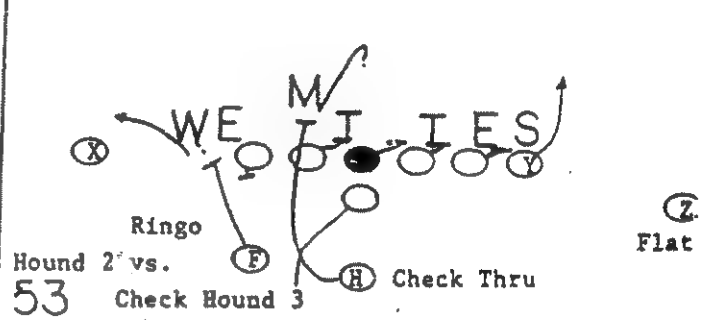
43

(Strong Change)



Hound 3 vs.

49

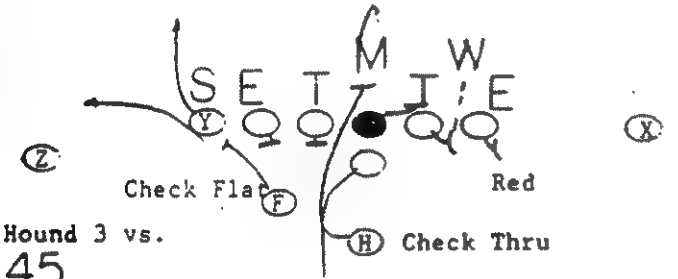


Hound 2 vs.

53

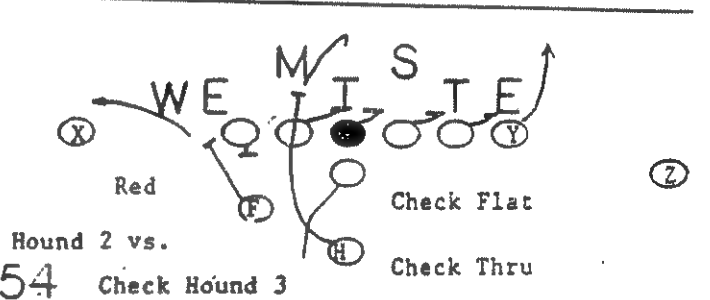
Check Hound 3

Check Thru



Hound 3 vs.

45

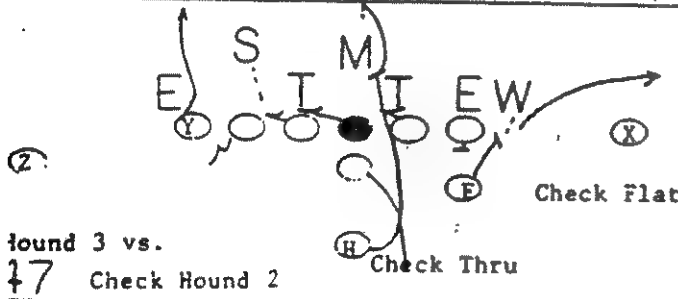


Hound 2 vs.

54

Check Hound 3

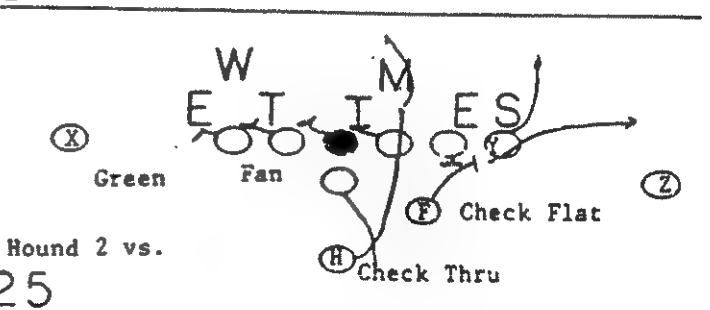
Check Thru



Hound 3 vs.

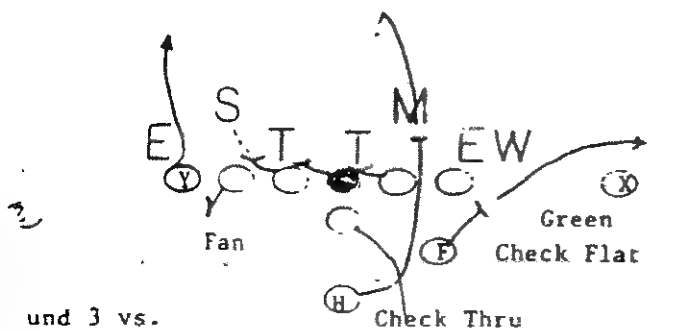
47

Check Hound 2



Hound 2 vs.

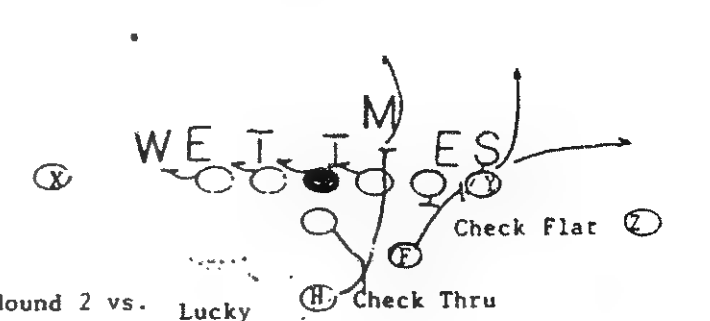
25



Hound 3 vs.

7

Check Hound 2



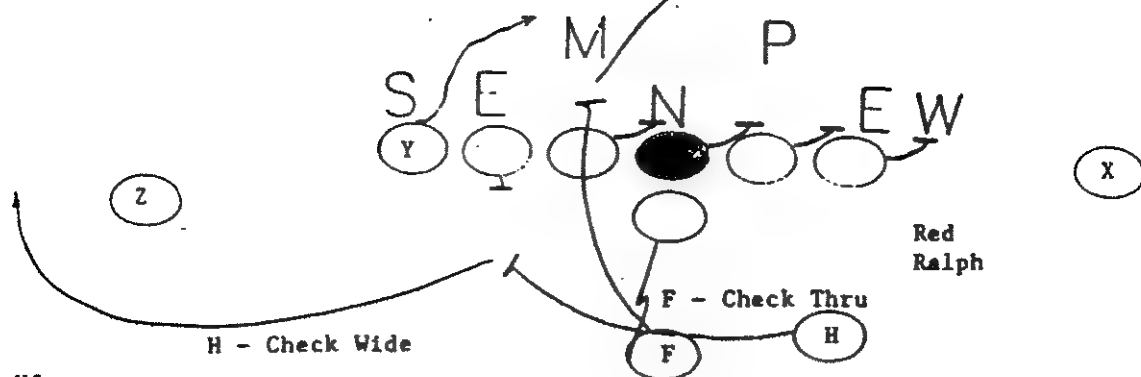
Hound 2 vs.

23

Lucky

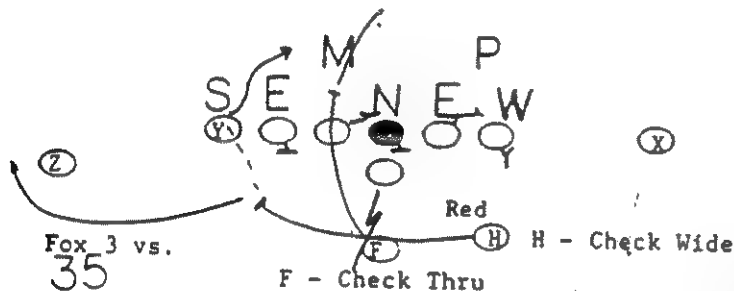
C

FOX 2-3 VS. 3 MAN FRONTS



Fox 3 vs.

34



Fox 3 vs.

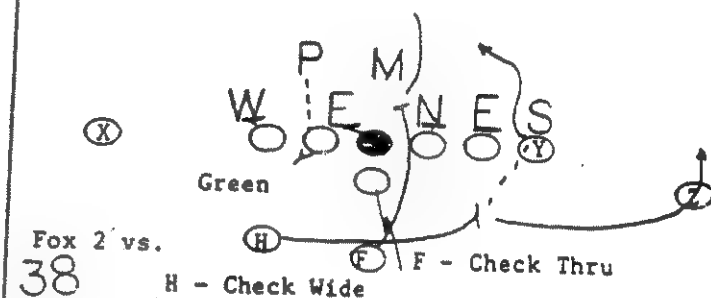
35

* CK Fox 2

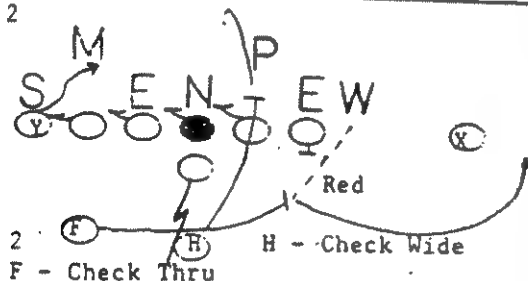
Fox 2 vs.

38

H - Check Wide

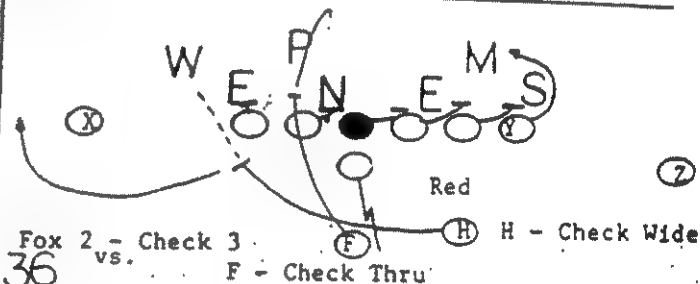


Fox 3 -
Check Fox 2
vs. 37



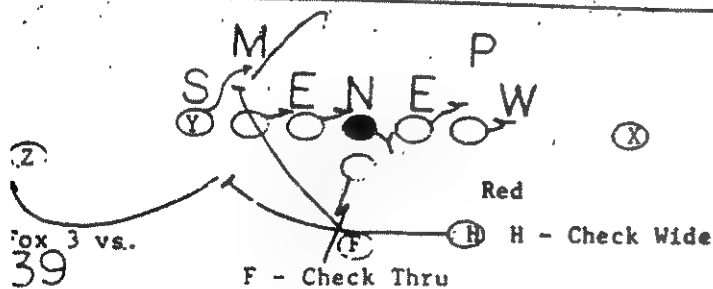
Fox 2 - Check 3
vs. 36

F - Check Thru



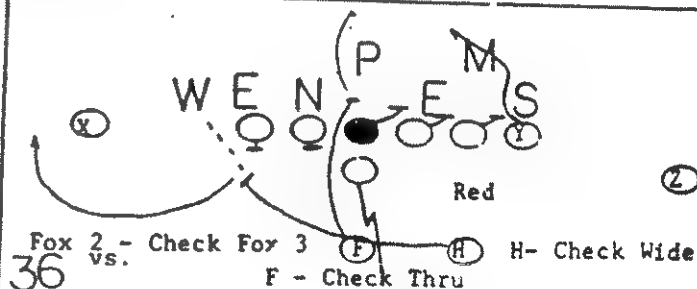
Fox 3 vs.
39

F - Check Thru
H - Check Wide



Fox 2 - Check For 3
vs. 36

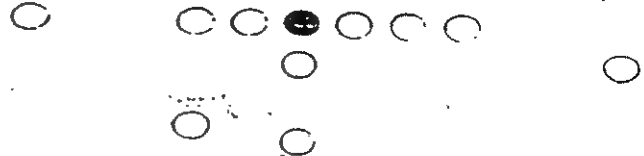
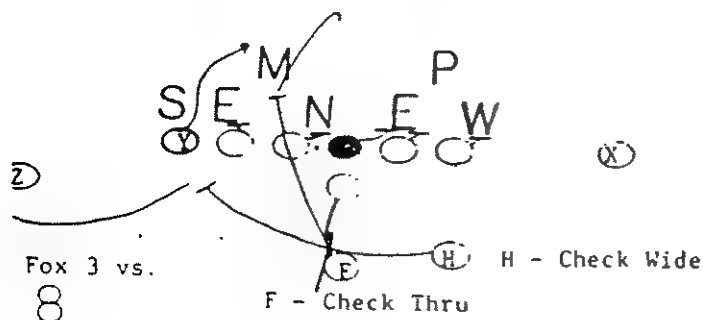
F - Check Thru
H - Check Wide



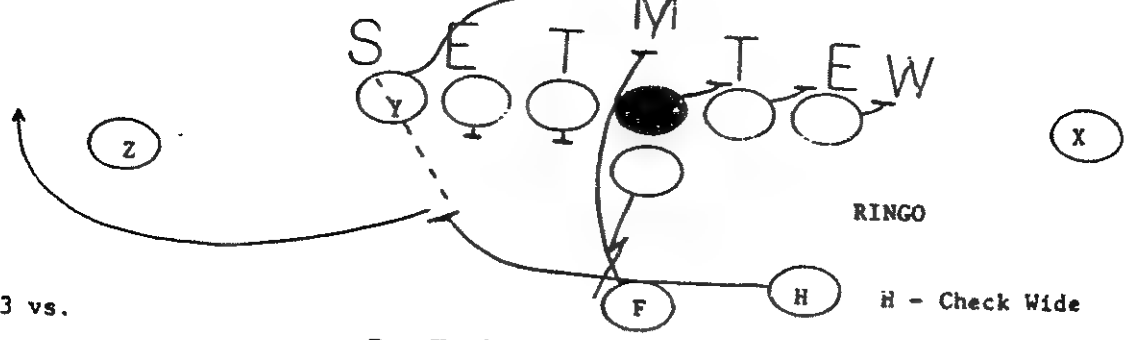
Fox 3 vs.

8

F - Check Thru
H - Check Wide



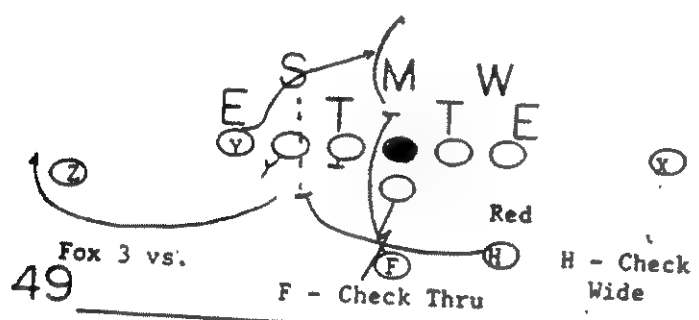
FOX 2 -3 vs. 4 MAN FRONTS



FOX 3 vs.

43

F - Check Thru

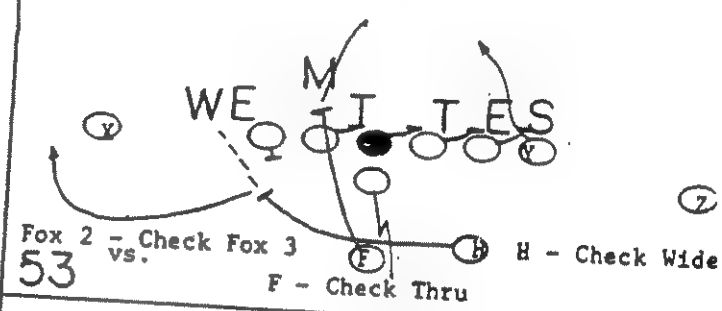


Fox 3 vs.

49

F - Check Thru

H - Check Wide

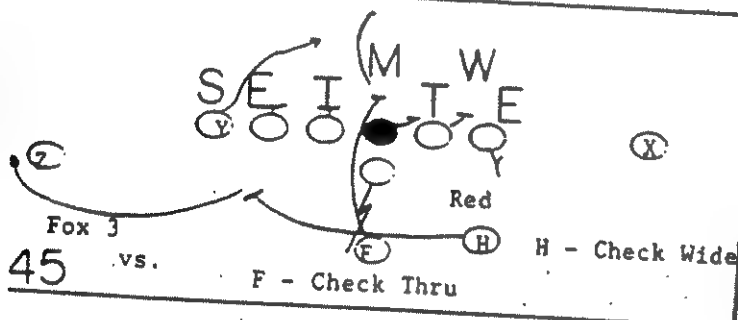


Fox 2 - Check Fox 3 vs.

53

F - Check Thru

H - Check Wide

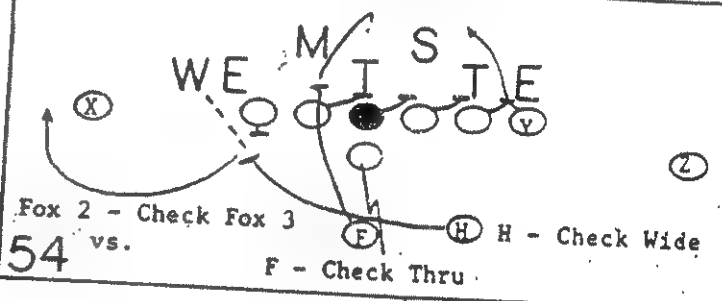


Fox 3 vs.

45

F - Check Thru

H - Check Wide

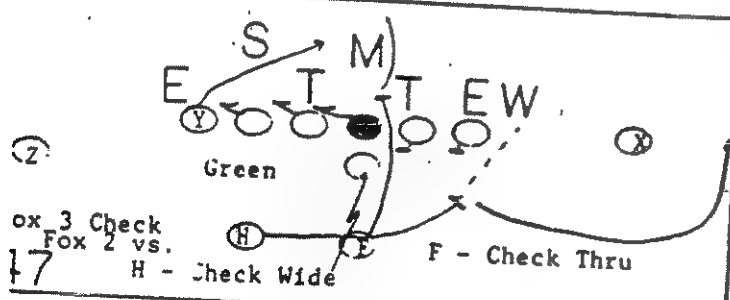


Fox 2 - Check Fox 3 vs.

54

F - Check Thru

H - Check Wide

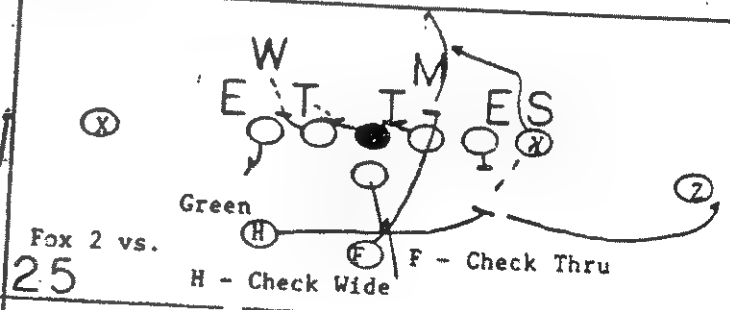


ox 3 Check Fox 2 vs.

17

H - Check Wide

F - Check Thru

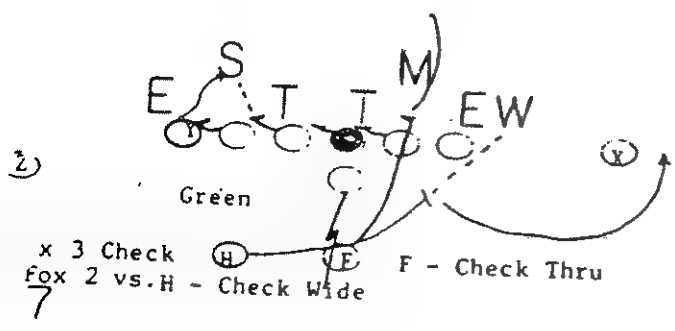


Fox 2 vs.

25

H - Check Wide

F - Check Thru

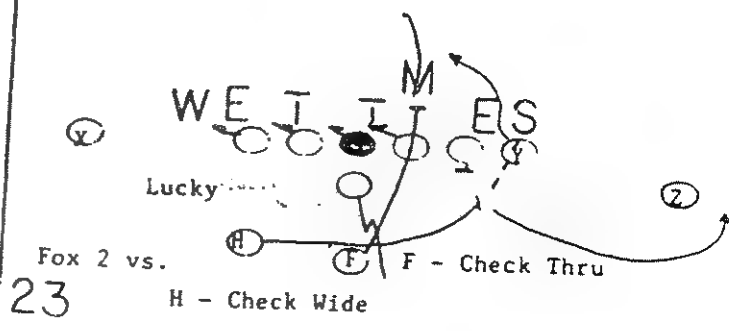


x 3 Check Fox 2 vs.

7

H - Check Wide

F - Check Thru



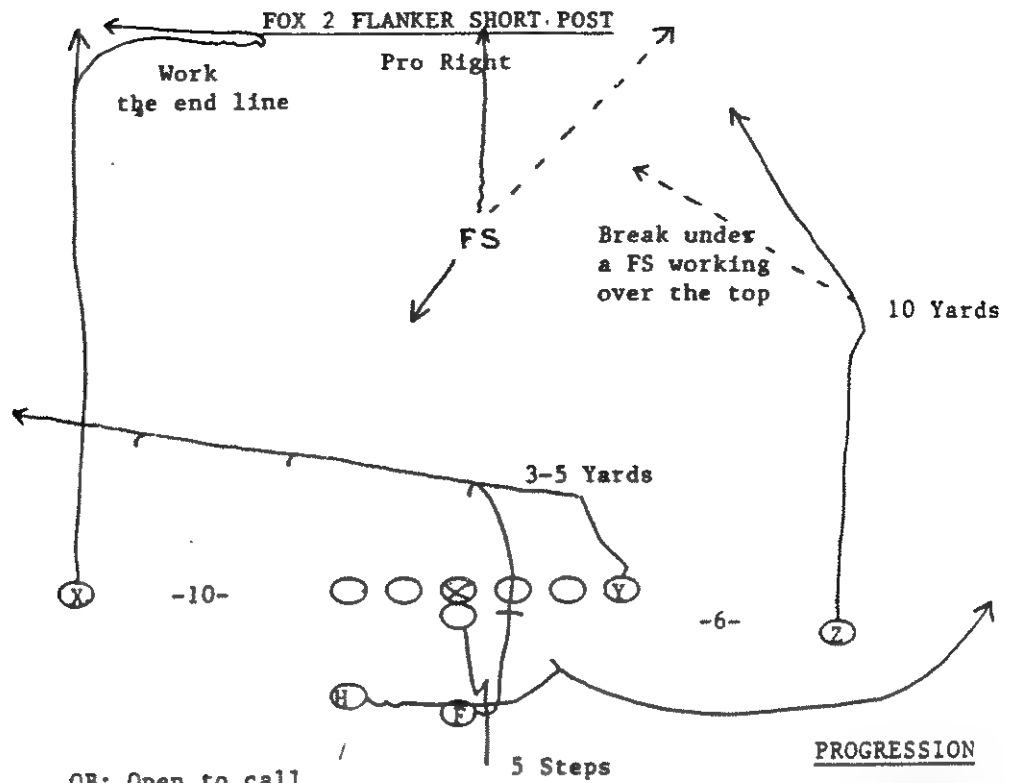
Fox 2 vs.

23

H - Check Wide

F - Check Thru

- | | |
|---|---|
| <p>34</p> <p>FB-Bounce Shallow Cross</p> <p>H-Check M to a Thru Route</p> | <p>43</p> <p>FB-Bounce Shallow Cross</p> <p>H-Check M to a Thru Route</p> |
| <p>340</p> <p>FB-Bounce Shallow Cross</p> <p>H-Check M to a Thru Route</p> | <p>57</p> <p>FB-Bounce Shallow Cross</p> <p>H-Check S to a Thru Route</p> |
| <p>34Q</p> <p>FB-Bounce Shallow Cross</p> <p>H-Check M to a Thru Route</p> | <p>25</p> <p>FB-Bounce Shallow Cross</p> <p>H-Check M to a Thru Route</p> |
| <p>1</p> <p>3</p> <p>2</p> <p>8</p> <p>BBEENEW</p> <p>FB-Bounce Shallow Cross</p> <p>H-Check 1 to 2 to a Thru Route</p> <p>HB Block 1-3</p> | <p>38</p> <p>FB-Bounce Shallow Cross</p> <p>H-Check M to a Thru Route</p> |

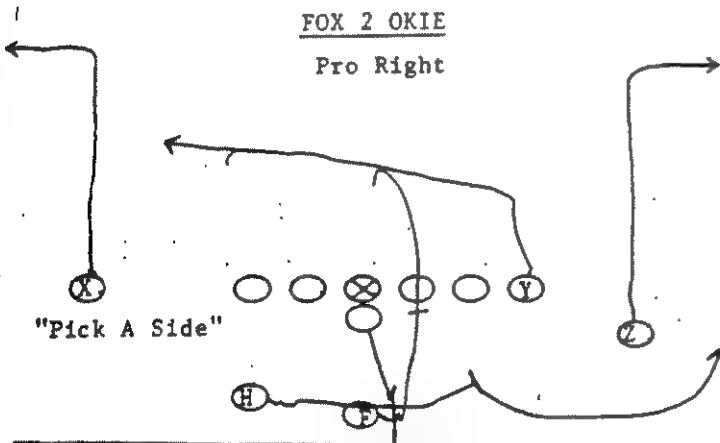


*Audible
Fox 2

QB: Open to call
fake sharply to FB and HB
FB/HB: Need good play fake
Y: Always run shallow cross

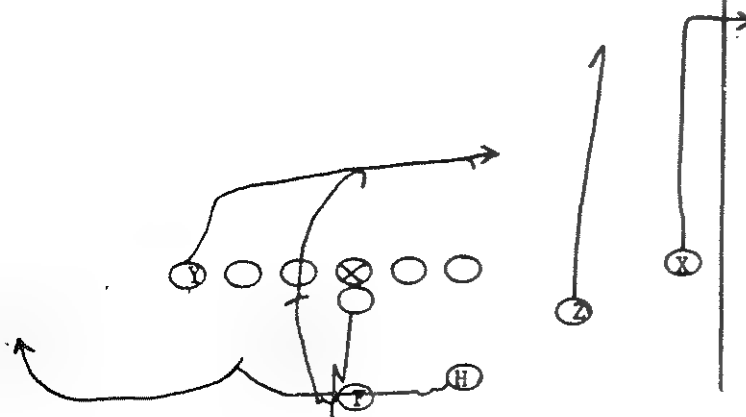
PROGRESSION

- 1) Z Post
- 2) Y Shallow Cross
- 3) FB Check Through
- 4) HB Check Wide



NOTES:

FOX 3 WINSTON
Pro Left Flip



HOUND 2 DANCER (TAG)

Strong Right Change

18 Yards

Throw middle read
vs. C-2 early.
No more than
22 yards.

X

-10-

O O

X

O

O

X

O

X

O

X

O

X

O

X

O

X

O

X

O

X

O

X

O

X

O

-10-

Z

PROGRESSION

- 1) X/Z Away
from Rotation
- 2) Y Middle Read
- 3) HB Check Thru

NOTE: Vs. C-2

- 1) Y Middle Read
- 2) X Tag
- 3) HB Check Thru

*Audible

Hound 2

QB: Open to call
Fake to HB

HB: Need good play fake

5-7 Steps

HOUND 2 Strong Right Change

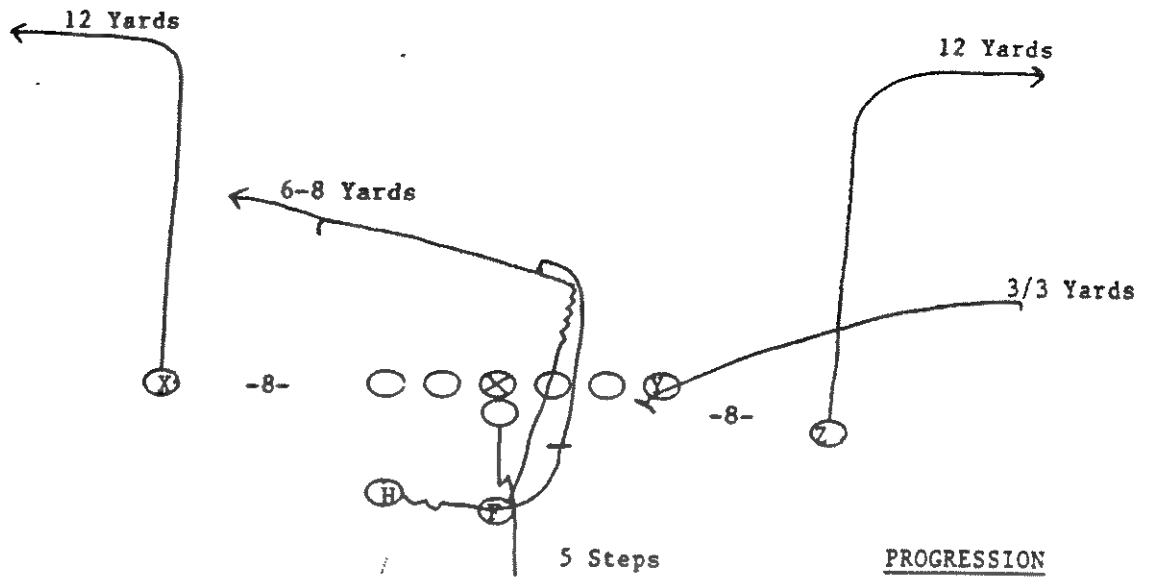
NOTES:

HOUND 2 X HOOK

Pro Left Change

HARE 2 OKIE

Pro Right



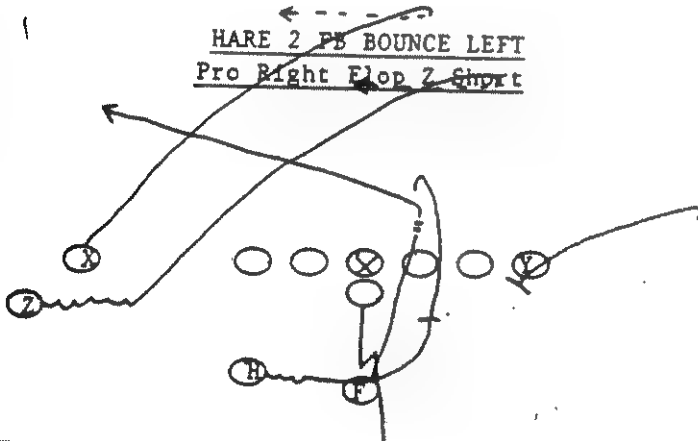
*Audible
Hare 2

"Pick A Side"

PROGRESSION

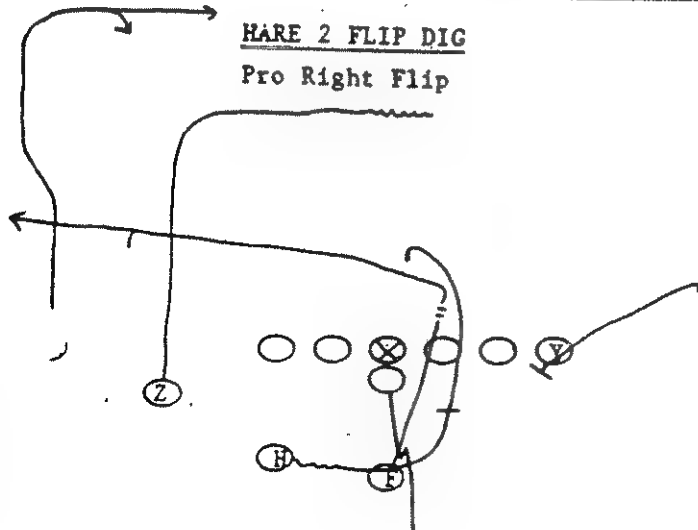
- 1) X Out/Z Out
- 2) FB Shallow Cross
- 3) HB Check Through
- 4) Y Check Drag

HARE 2 FB BOUNCE LEFT
Pro Right Flop Z Short



NOTES:

HARE 2 FLIP DIG
Pro Right Flip



SCREENS

Screen Protections

1. 80-81 Sally-Rose
2. 84-85 Roy-Lou

Page

A
B

Short HB Sally
84 HB Lou

1
2

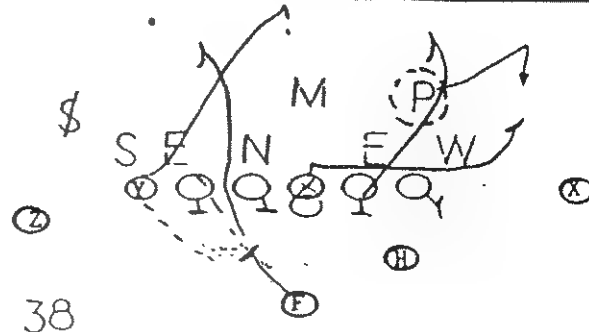
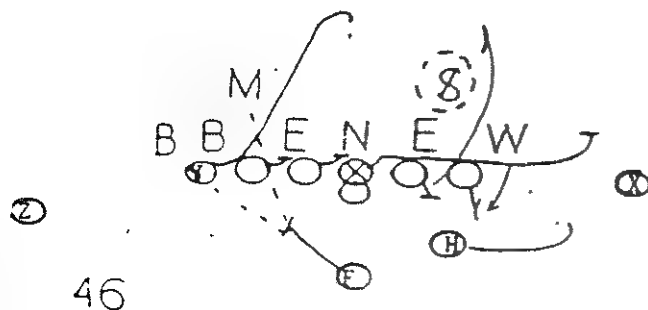
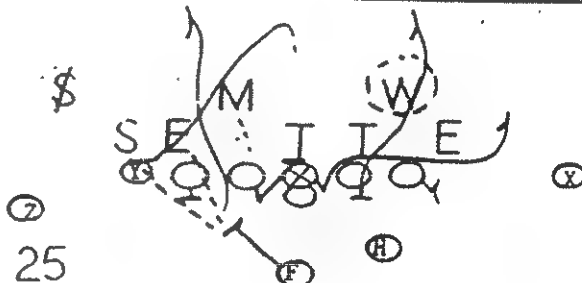
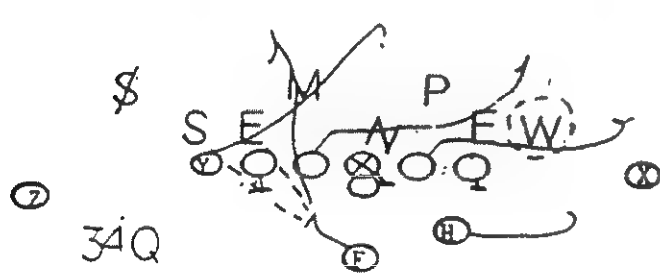
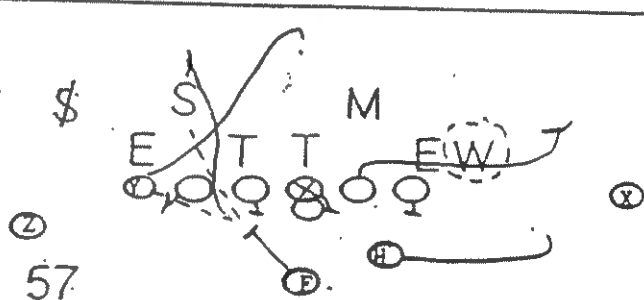
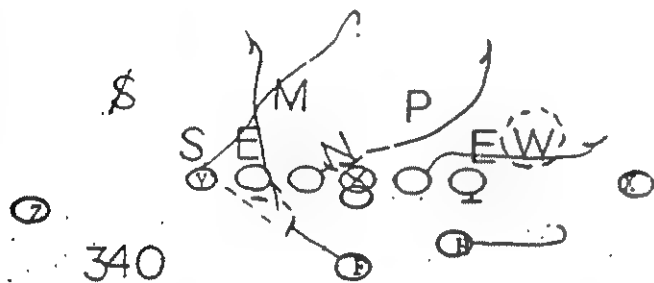
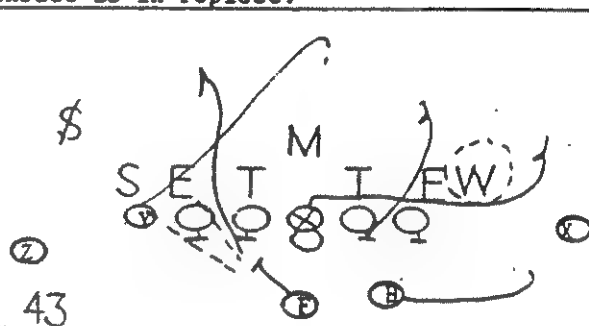
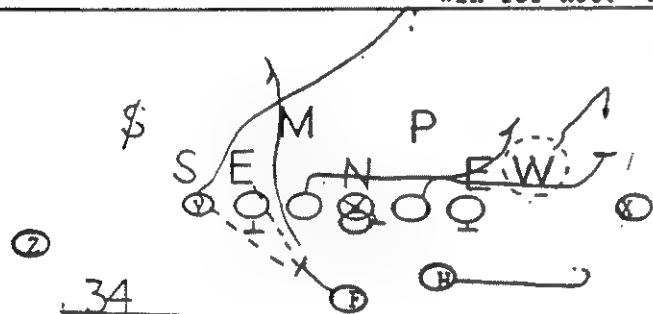
On End
On Tackle

On Guard
Uncovered
On Guard
Covered
Center

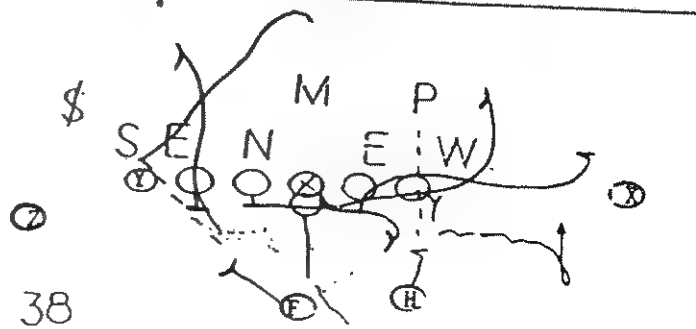
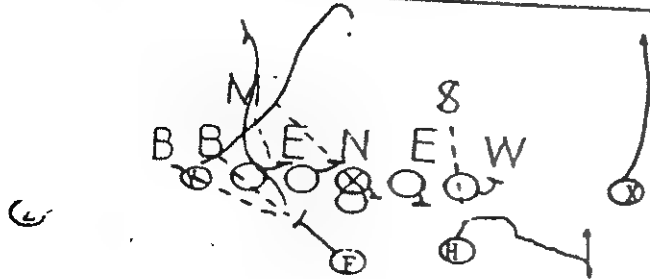
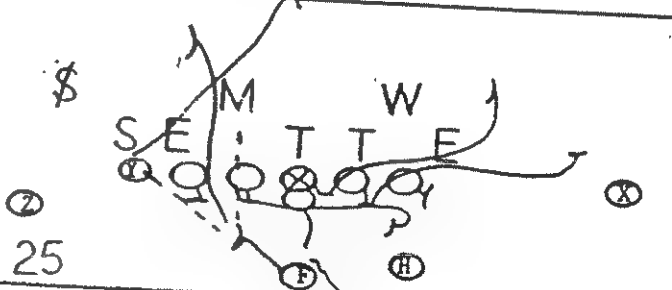
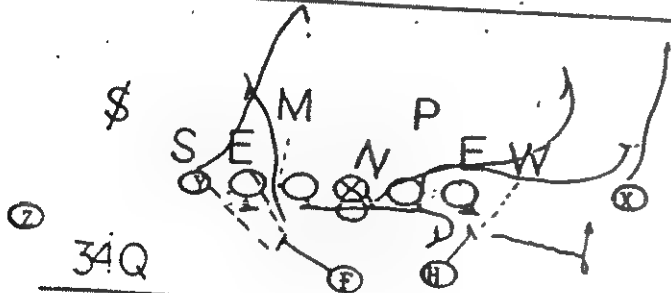
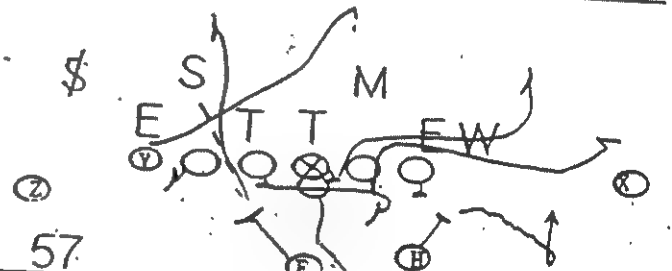
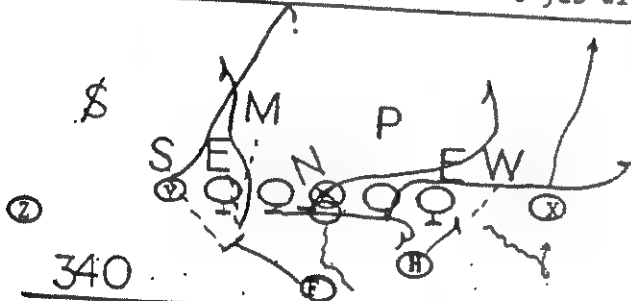
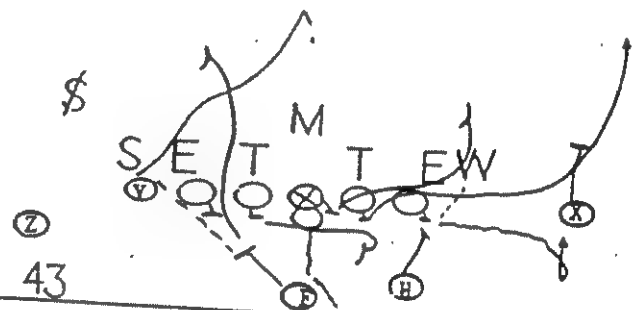
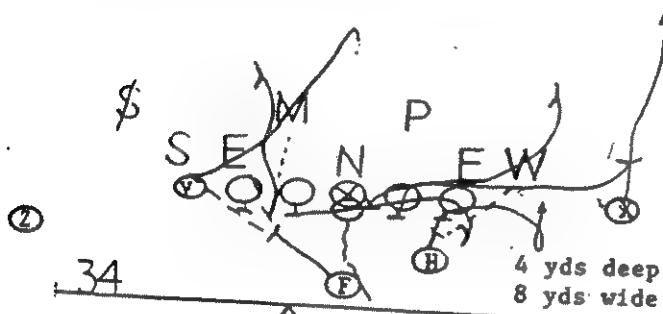
Off Guard

Off Tackle
Off End
Blocking Back
Ball Carrier
Quarterback

- Run pivot
- Pass block defensive end. Fan vs. Replace. Lose man inside.
- Step up, release on screen block Win. If Win blitzes block corner.
- Pass set block protection 1001, 1002, 1000-Go. Block upfield.
- Vs. 34 block nose. Vs. 4-3 release upfield, block Win. if Win blitzes block corner. Vs. Bubble off-side only use 60 set, release block Win or corner.
- Vs. 34 step up, release on screen, block Peg. Vs. Bubble your side only use 60 set, check Mike finish nose.
- Pass Block Protection.
- Block protection called or run pattern.
- Block protection.
- Run Screen Tech. Scat.
- \$ step drop - look downfield N/T throw screen. Key Win for Hot. Key inside LB in replace.

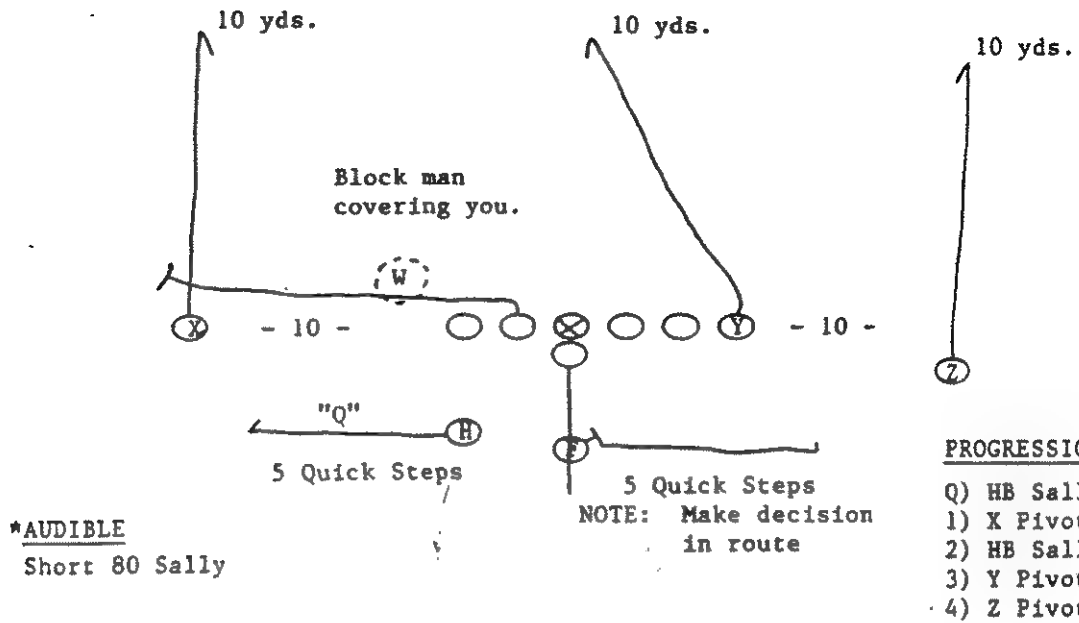


- | | |
|----------------------|--|
| <u>On Tackle</u> | - Pass block DE over play his outside - Fan vs. Replace. Bose man inside. |
| <u>On Guard</u> | - Pass set, block man over, 1001, 1002, 1000-Go. Block widest man; (Win or Corner). |
| <u>Center</u> | - Pass set, block man over 1001, 1002, 1000-Go. Block up field on first LB. Lead screen if guard delayed. Set toward the screen. |
| <u>Off Guard</u> | - Pass set. block man over. 1001, 1002, 1000-Go. Seal back after reaching TE area. |
| <u>Off Tackle</u> | - Pass set. block man over. N/T help on EMOL. Finish man away from screen side. |
| <u>Off End</u> | - Block protection called. N/T run 14 yd. pivot. |
| <u>Blocking Back</u> | - Block protection. N/T - Seal inside pursuit. |
| <u>Ball Carrier</u> | - If blitz - screen off blitz. N/T run screen technique. |
| <u>Quarterback</u> | - 7 step drop - throw screen. |



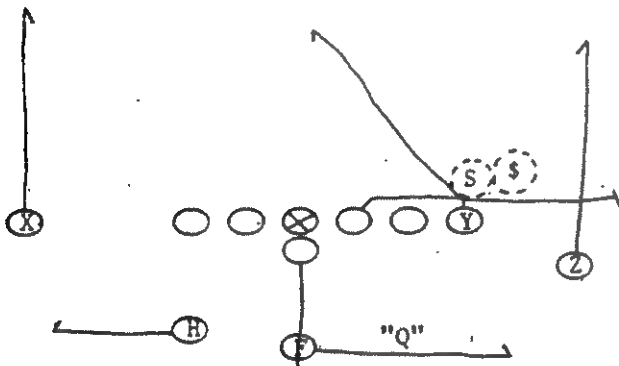
SHORT 80 HB SALLY

Pro Right



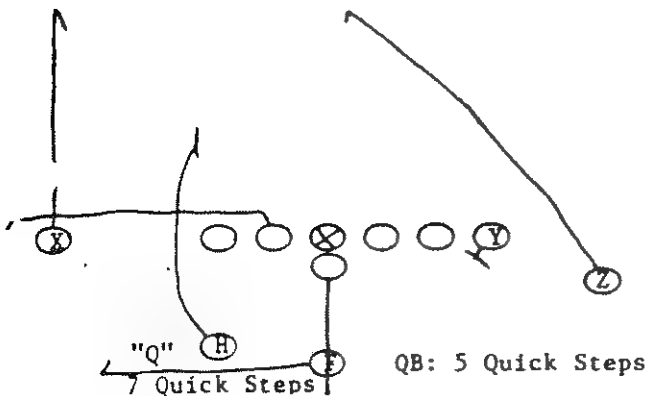
SHORT 82 FB ROSE

Pro Right



SHORT 70 FB SALLY

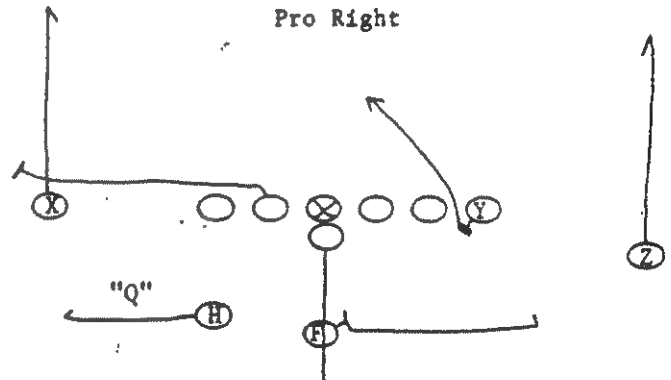
Pro Right



NOTES:

SHORT 80 HB SALLY Y HESITATE

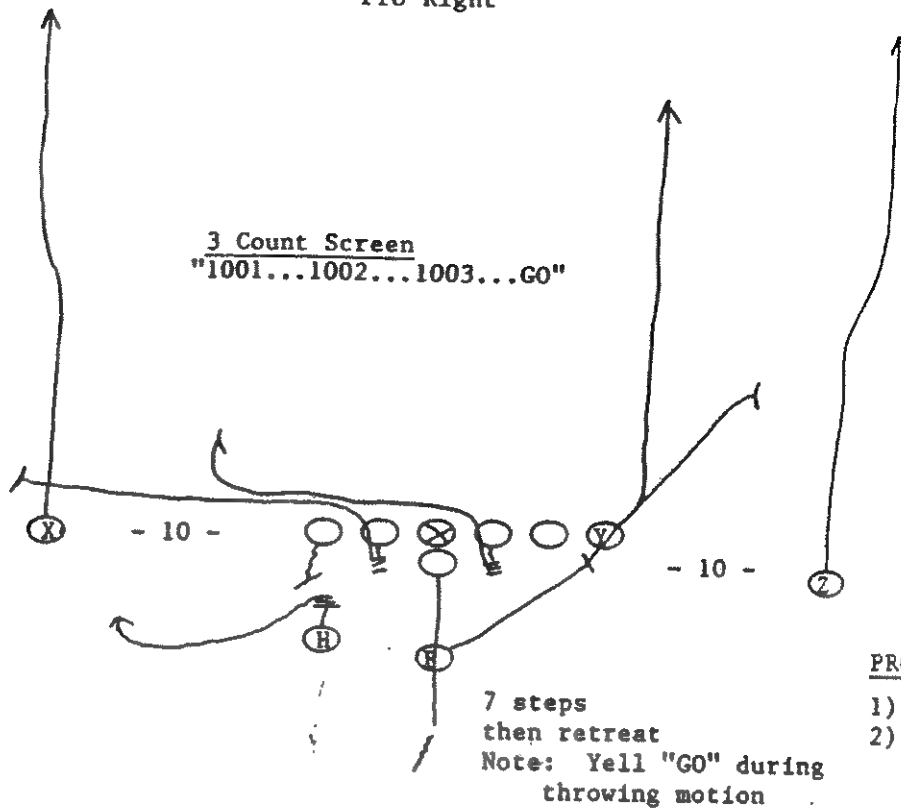
Pro Right



NOTE: "Y" still alert for "Break Off" vs. two guys blitz.

84 HB LOU
Pro Right

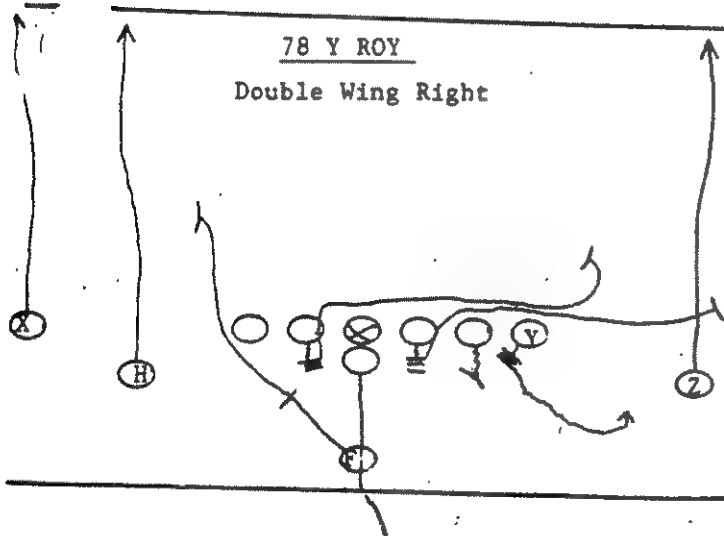
3 Count Screen
"1001...1002...1003...GO"



*AUDIBLE
84 Lou

PROGRESSION
1) HB Screen
2) Throw away

78 Y ROY
Double Wing Right



NOTES:

FB has toughest job - Must hold block for a long time!

"Y" STILL responsible for "Break-Off" vs. two guys.

OUT OF POCKET PASS

Out of Pocket Protections

Page

1. Fake 36-37 Cross Buck Naked
2. Fake 36-37 Counter Buck Naked
3. Fake 18-19 Mike Buck Naked
4. Drift
5. Sprint (Strong)
6. Sprint (Weak)
7. Waggle (Strong)
8. Waggle (Weak)

A
B
C
D
E
F
G
H

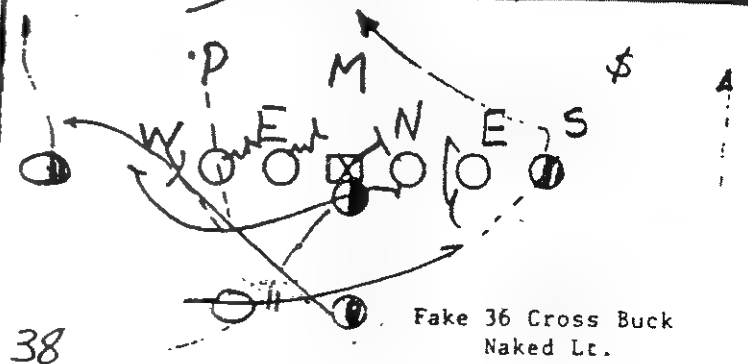
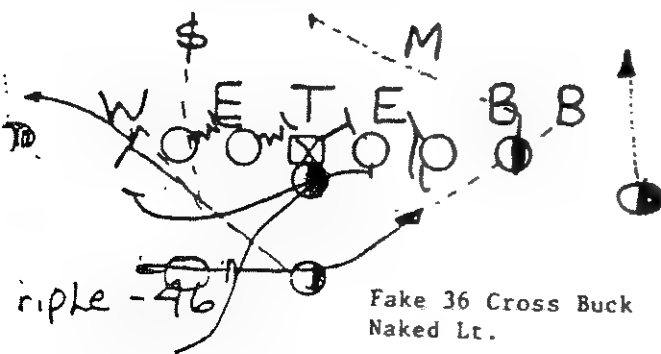
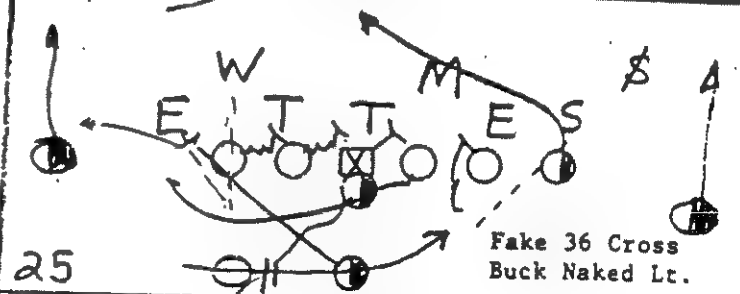
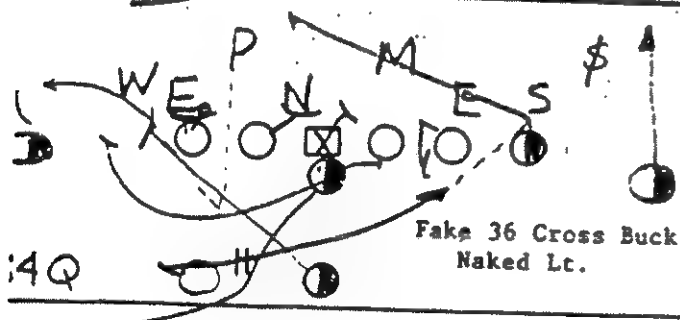
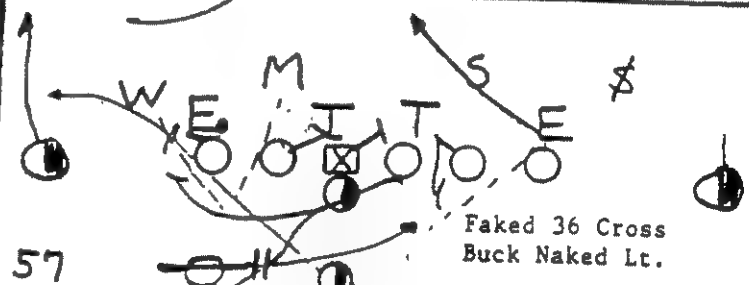
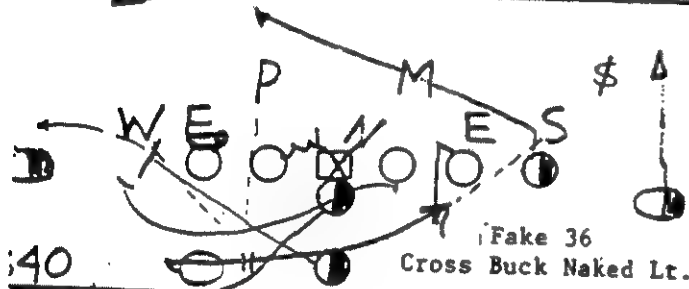
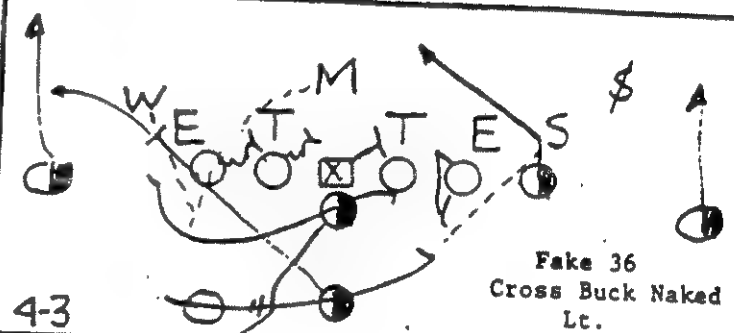
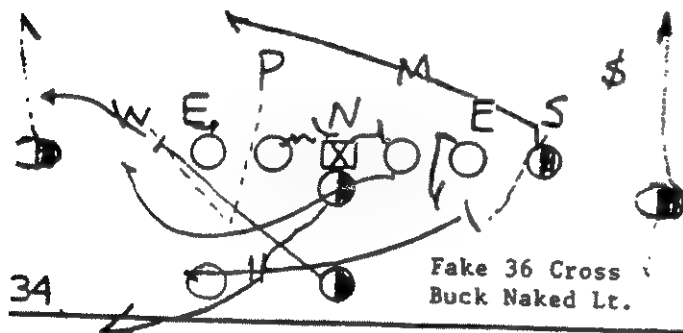
- Fake 36 (37) Counter Buck Naked Left
Fake 18 (19) Mike Buck Naked Left
Waggle Left
Fake 36 (37) Counter Keeper Left
Drift Left (Right) - Z Swing
Sprint Left (Right) - Z Out
Sprint Left (Right) - X Out

1
2a-b
3
4
5
6
7

FAKE 36-37 CROSS BUCK NAKED RIGHT - LEFT

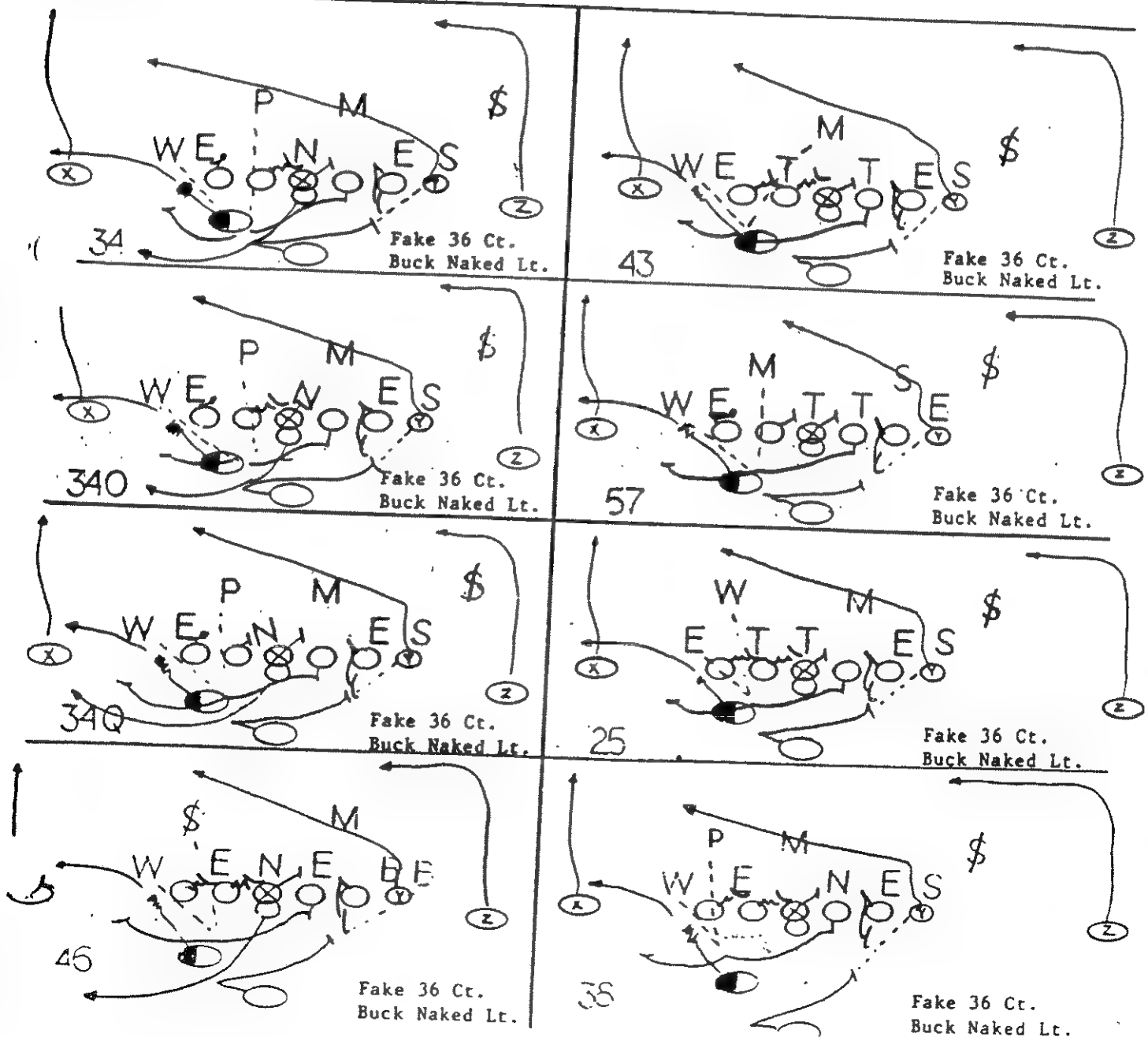
- Z - Easy In.
 TE - Naked Over 10-12 Yds.
 OFF T - Set inside portect "B" Gap hinge outside.
 OFF G - Pull look inside to the outside rusher.
 C - Protect the backside "A" Gap.
 ON G - Blocks down.
 ON T - Blocks down.
 FB - Slam outside # of the EMOL to the Flat (3 yd. deep).
 HB-JAB - Great fake across the ball. Block the first defender that shows outside the Off. Tackle.
 QB - Fake Cross Buck Action sprinting outside after the fake.
 X - Go route release thru the defenders outside shoulder.

BACKS
BALANCED
ALIGNMENT

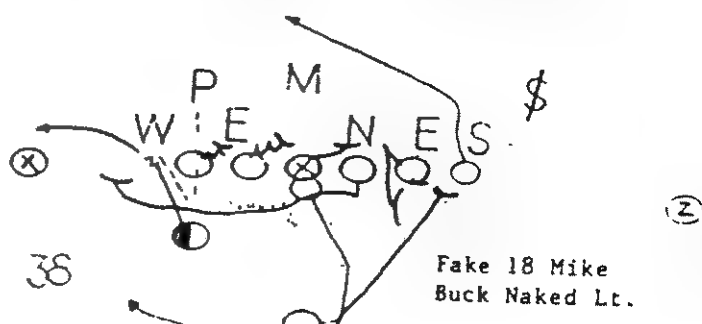
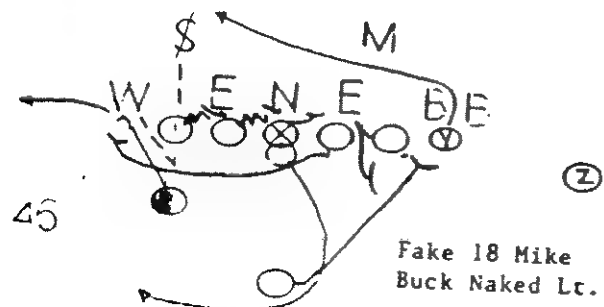
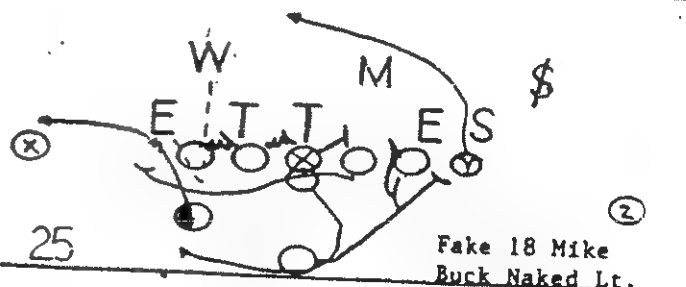
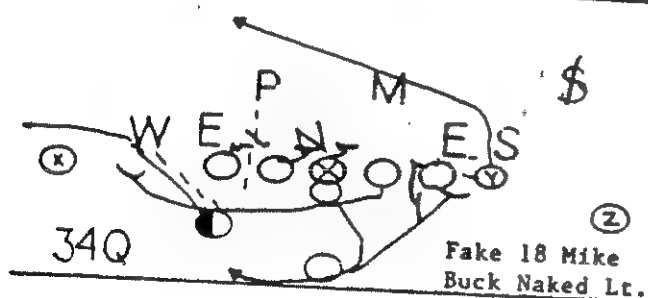
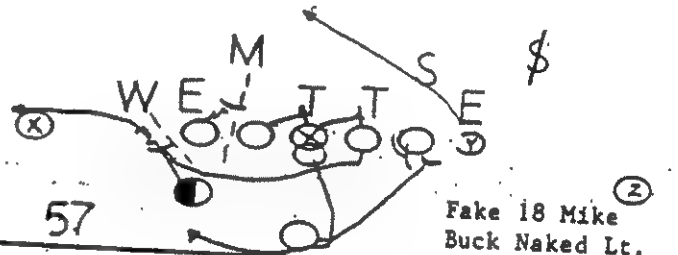
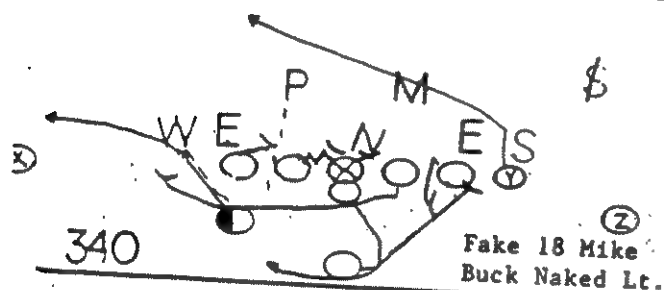
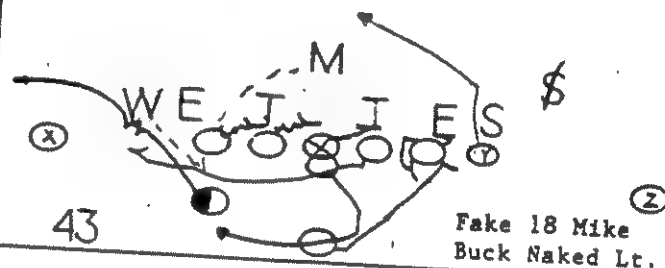
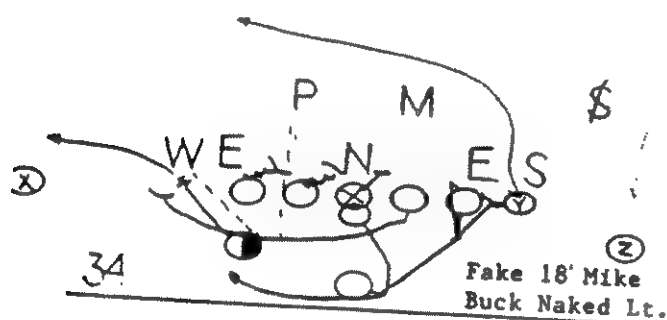


- Z - Easy In.
- TE - Naked Over 10-12 Yards.
- Off T - Set inside protect "B" Gap hinge outside.
- OFF G - Pull look inside to the outside rusher.
- C - Protect the backside "A" Gap.
- ON G - Blocks down.
- ON T - Blocks down.
- HB - Slam outside 7 of the EMOL to the Flat (3 yd. deep).
- FB - Counter Action, Break fake across the ball. Block the first defender that shows outside the Off. Tackle.
- QB - Fake Counter Action sprinting outside after the fake.
- X - Go route release thru the defenders outside shoulder.

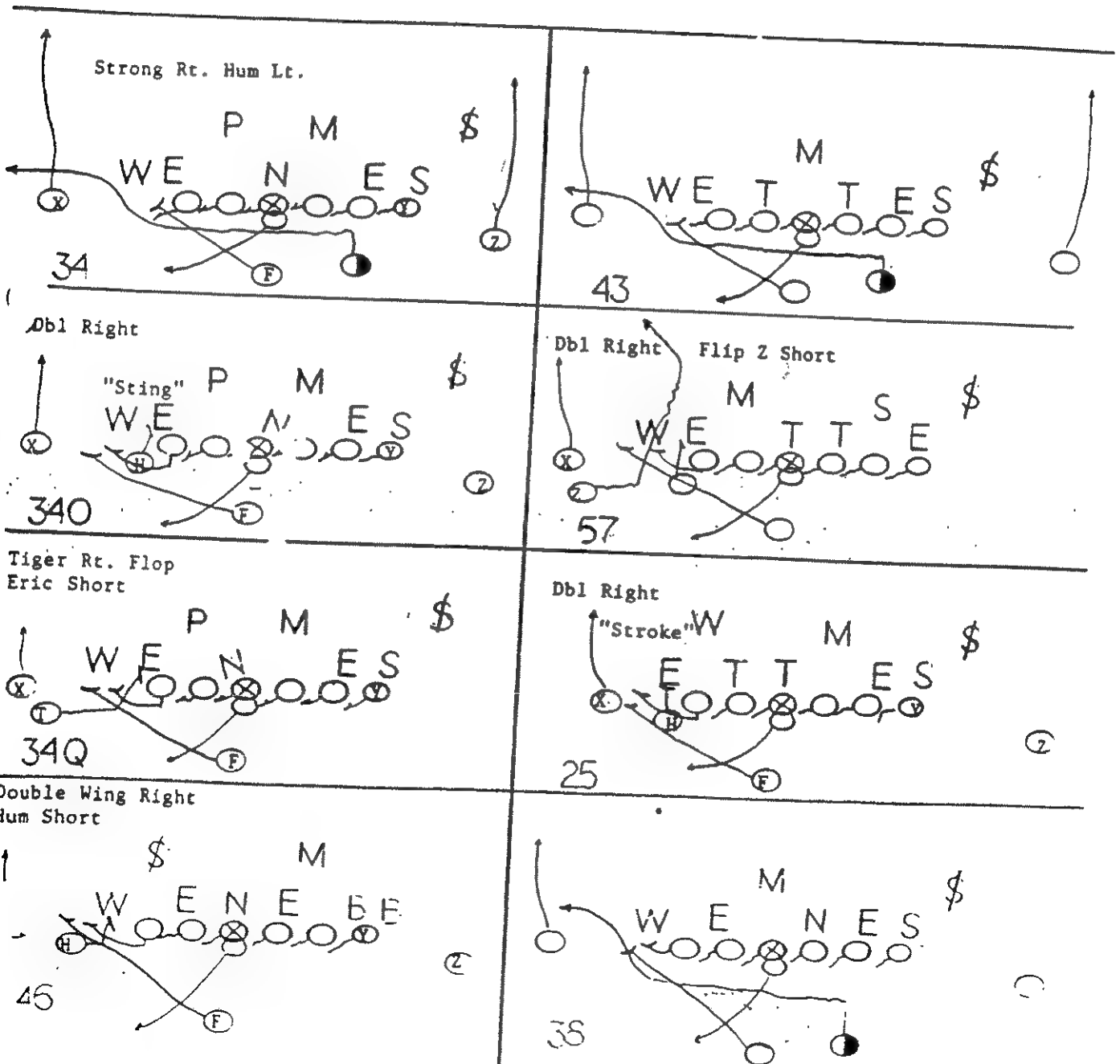
BACKS
STAGGERED
ALIGNMENT



QB Fake 18-19 Action sprinting backside outside after the ake.

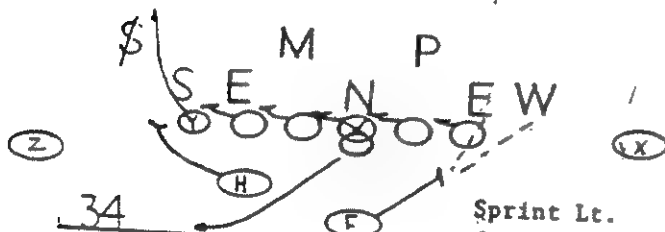


O Line - London - Reno towards the Drift

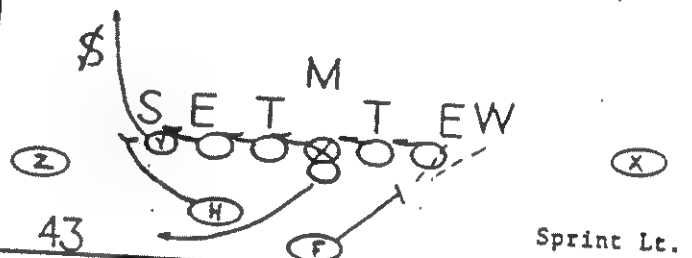


- O Line - London Reno towards the Sprint.
- FB - Block the first defender that shows outside the tackle away from the Sprint.
- HB - Block the first defender that shows outside the OT's block toward the Sprint....(Secure the Corner). Alert Scrape LB'er.

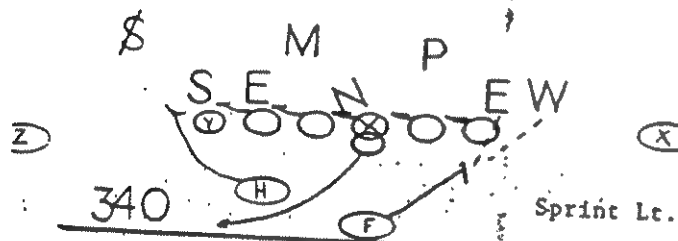
London



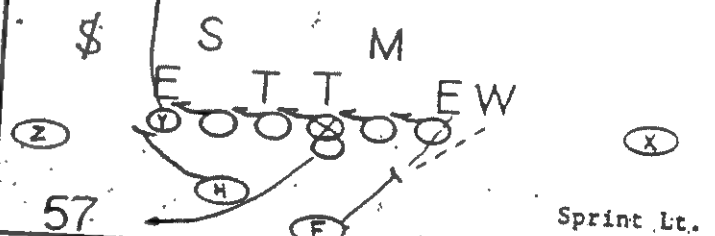
London



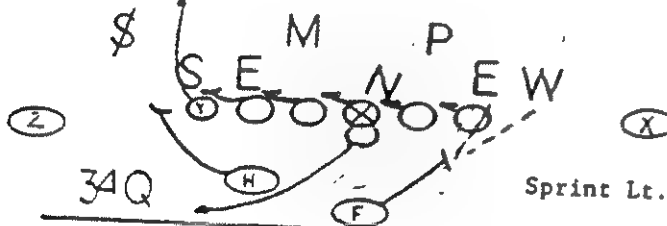
London



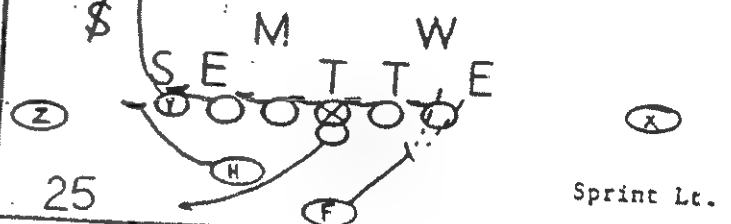
London



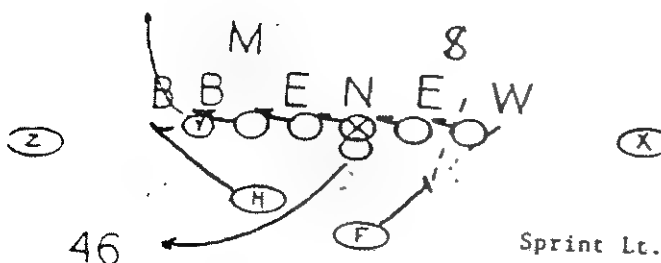
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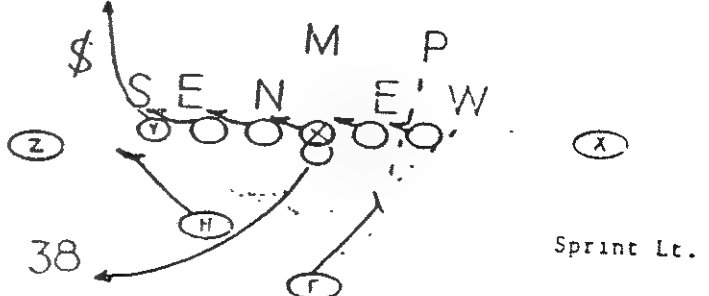
London



London



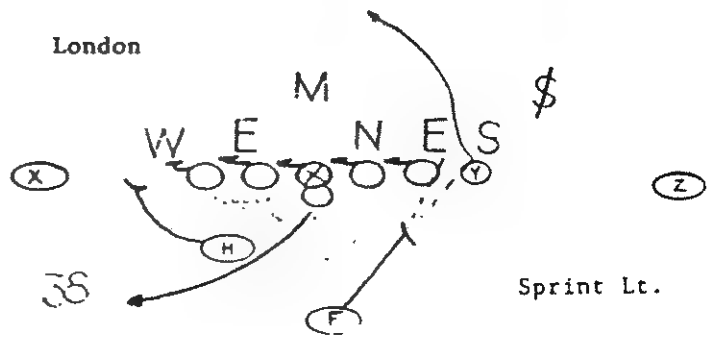
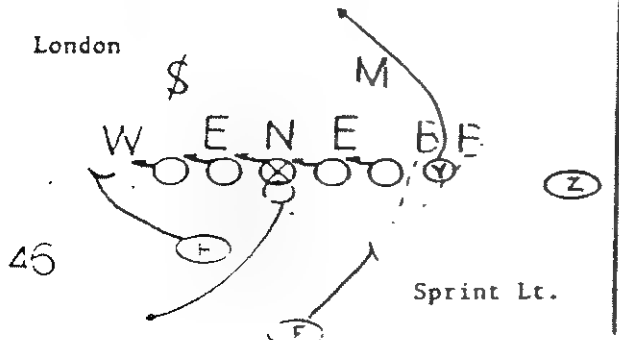
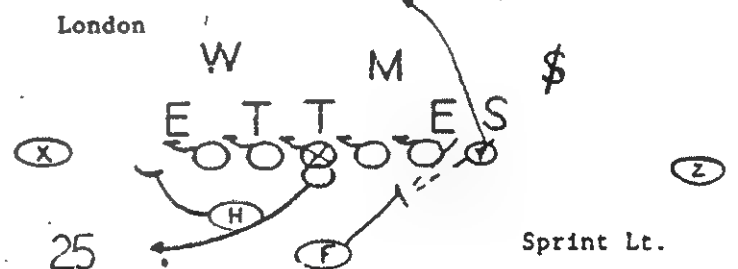
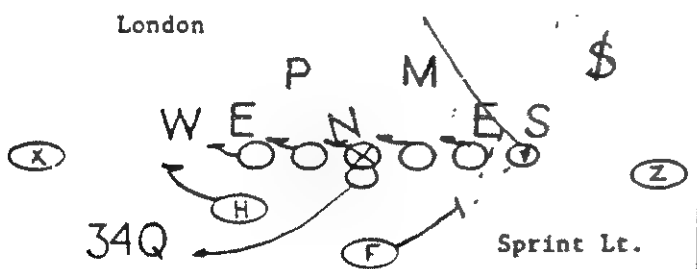
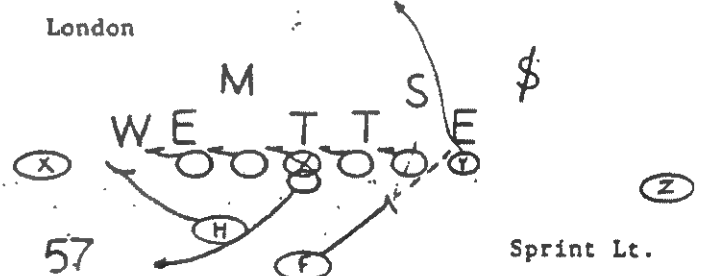
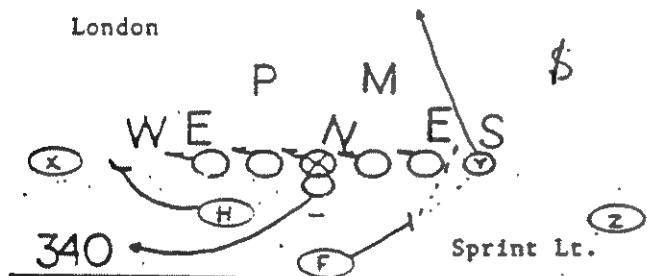
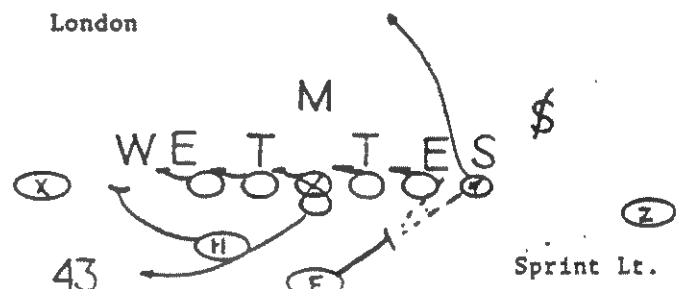
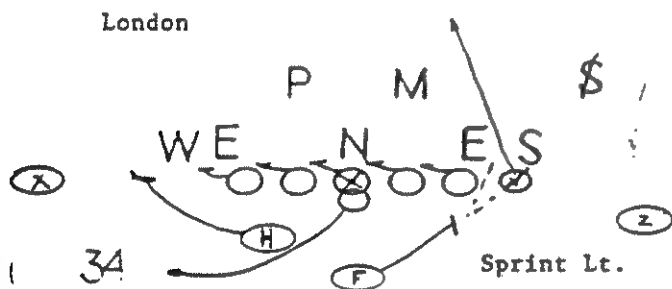
London



O Line - London - Reno towards the Sprint.

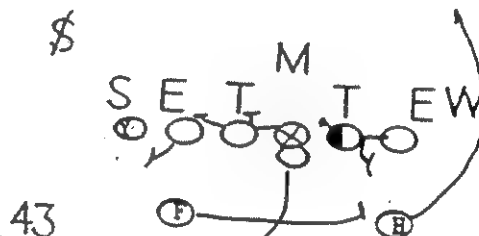
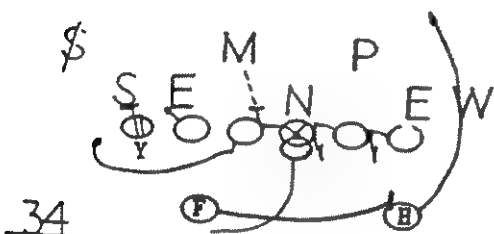
FB - Block the first defender that shows outside the tackle away from the Sprint.

HB - Block the first defender that shows outside the OT's block toward the Sprint....(Secure the Corner). Alert Scrape LB'er.

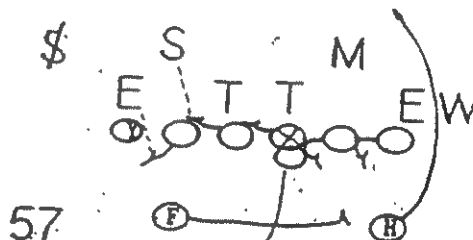
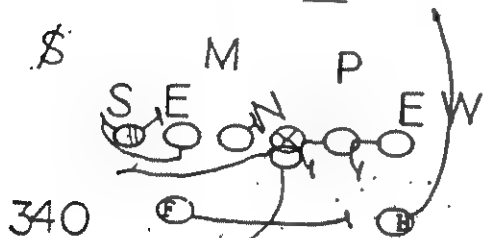


- On End
 - On Tackle
 - On Guard
 - Center
 - Off Guard
 - Off Tackle
 - Off End
 - HB
 - FB
 - Quarterback
- Run pattern called. Possible Slam. Poss. B.
 - Reverse post foot vs. man on. Fan vs. Replace, unless B or Slam called.
 - Reverse post foot vs. man on. Onside vs. Replace look. Gone vs. Bubble.
 - Vs. man on or Replace onside - slide onside one full man. Paul vs. 4-3 and 53. Poss. Peter.
 - Slide onside one full man. Possible Peter vs. 53.
 - Slide onside one full man.
 - Run pattern called.
 - Scat, unless Max call. Check Win to corner.
 - Sprint to weak side, area block first man outside tackle.
 - Open up flash fake. Throw on fifth step or break contain.

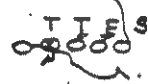
(SLAM)



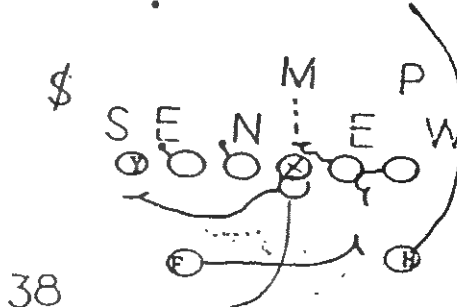
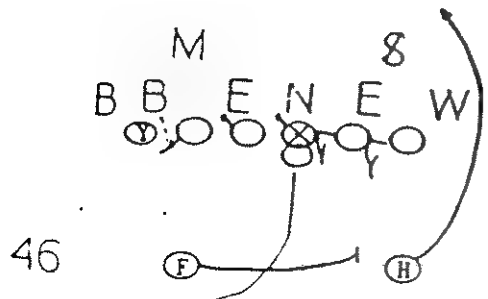
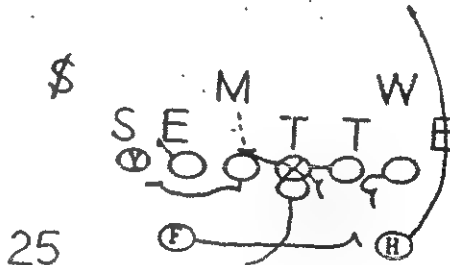
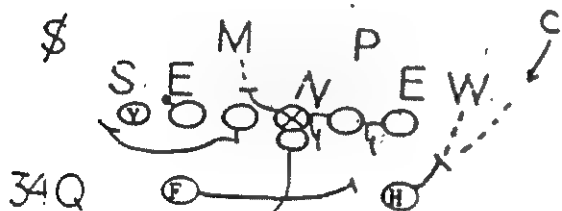
"B"



Poss. Paul/Peter



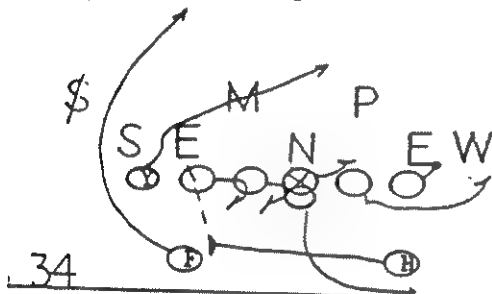
"MAX"



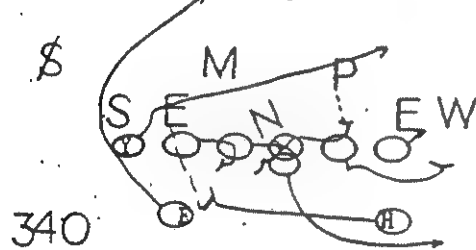
On TackleOn GuardCenterOff GuardOff TackleOff EndHBFBQuarterback

- Reverse post foot vs. man on. Fan vs. Replace inside.
- Reverse post foot vs. man on.
- Vs. Replace look. Gone vs. Bubble.
- Vs. man on or Replace inside - slide inside one full man. Paul vs. 4-3 and 23. (Poss. Peter)
- Slide inside one full man. Poss. Peter vs. 23.
- Slide inside one full man.
- Run pattern called.
- Scat, unless Max call. Check Sam to safety.
- Sprint to strong side area block first man outside tackle.
- Open up, flash fake, throw on fifth step or break contain.

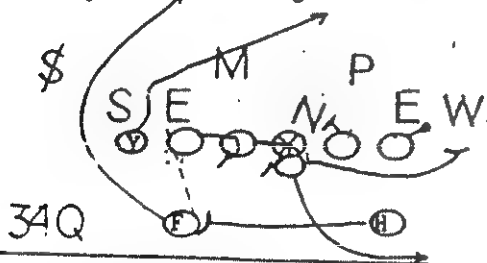
Split Left Change



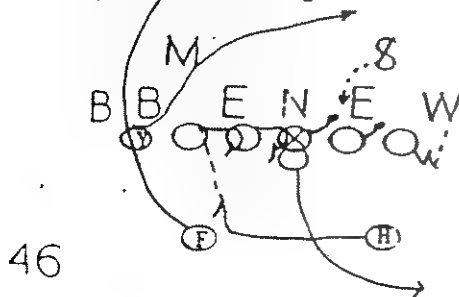
Split Left Change



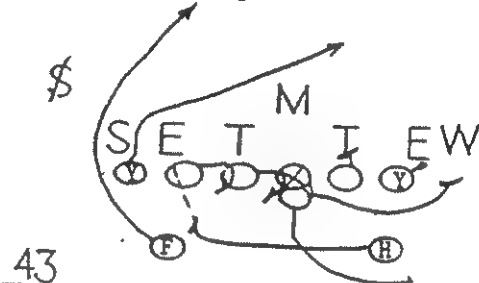
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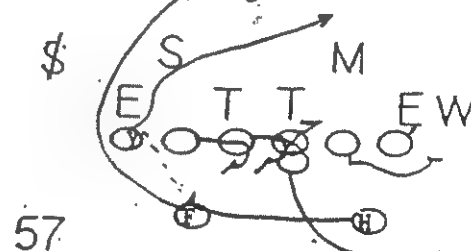
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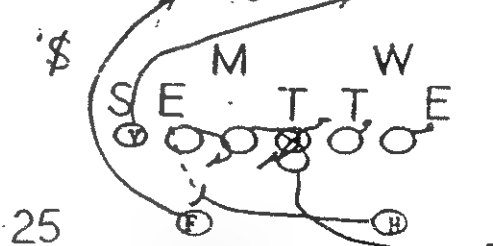
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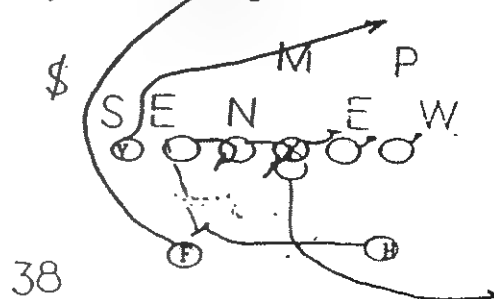
Split Left Change



Split Left Change

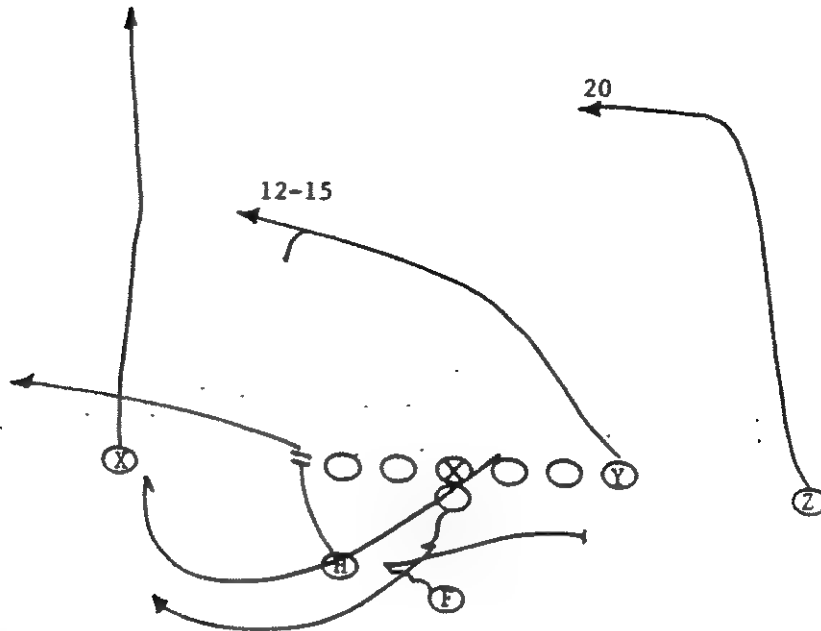


Split Left Change



FAKE 36 (37) COUNTER BUCK NAKED LEFT

Pro Right



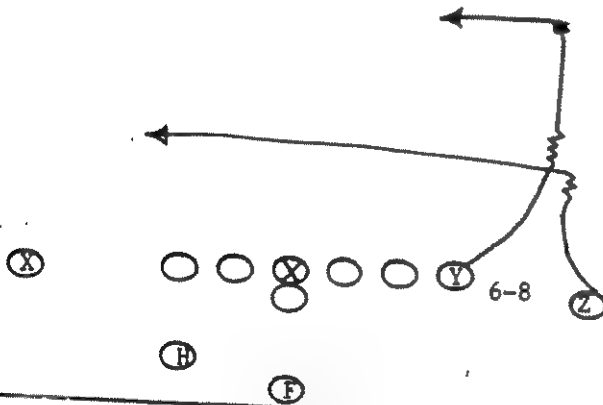
*AUDIBLE:

Cork Even Buck Odd

PROGRESSION

- 1) HB Slam Flat
- 2) Y Naked Over
- 3) QB Run - "GO-GO"
- 4) Alert X and Z

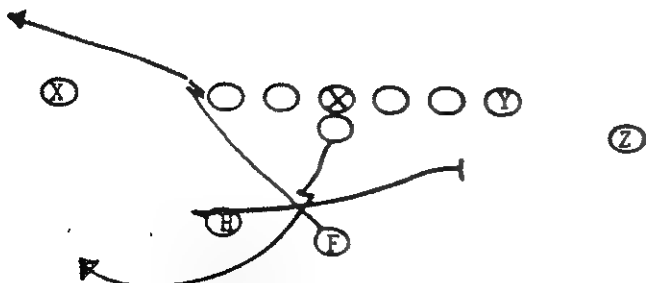
"FIST" VS. 2 GUYS



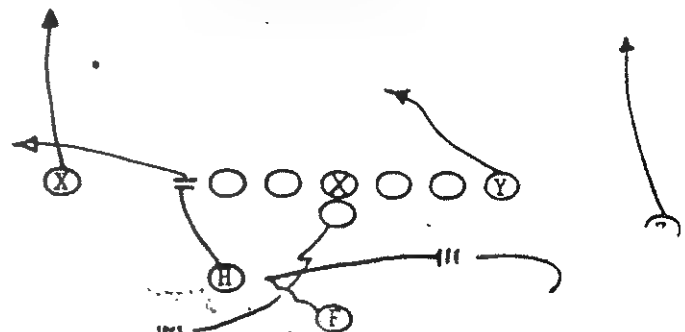
NOTES: BUCK NAKED RULES:

- 1st Receiver onside -- Streak
- 2nd Receiver onside -- Slam Drag
- 3rd Receiver backside -- Naked Over
- 4th Receiver backside -- Easy In/Post

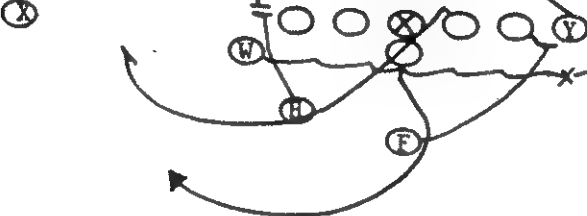
FAKE 36 (37) CROSS BUCK NAKED LEFT



FAKE 36 (37) COUNTER BUCK NAKED LEFT THROWBACK Pro Right



("W") Pro Right Flip-Riggs Right

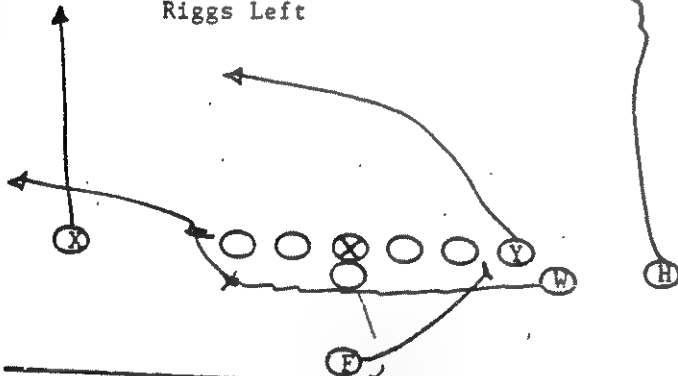


Pirate Even Buck Odd

- 1) HB Slam Flat
- 2) Y Naked Over
- 3) QB Run - "GO-GO"
- 4) Alert X and W

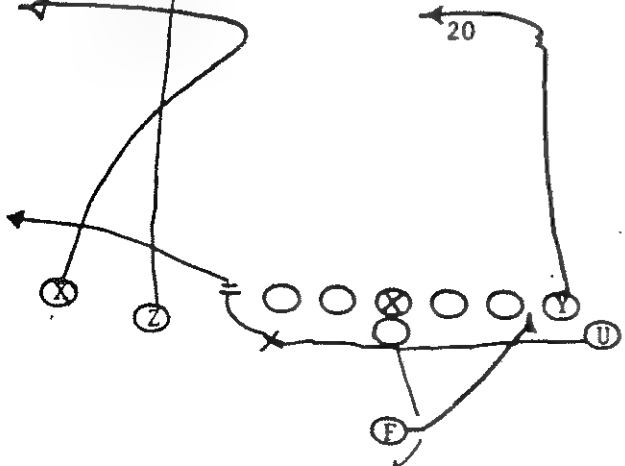
- 1) HB Slam Flat
- 2) Y Naked Over
- 3) QB Run - "GO-GO"
- 4) Alert X and W

("W") Trips Right -
Riggs Left

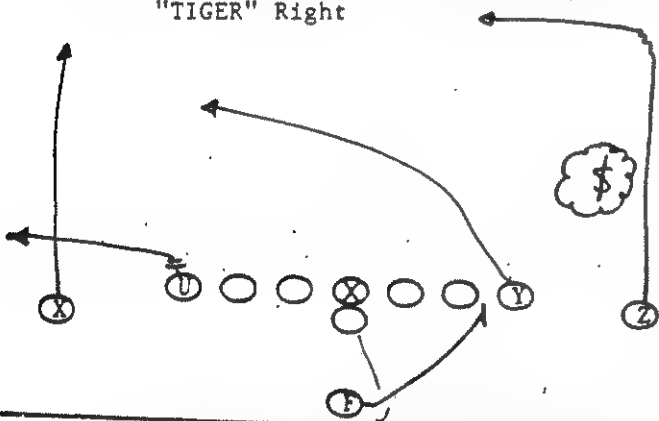


NOTES: NAKED rules prevail.
POSSIBLE Throwback set up.
POSSIBLE "FIST."

("TIGER") Trips Right Flip - Eric Left

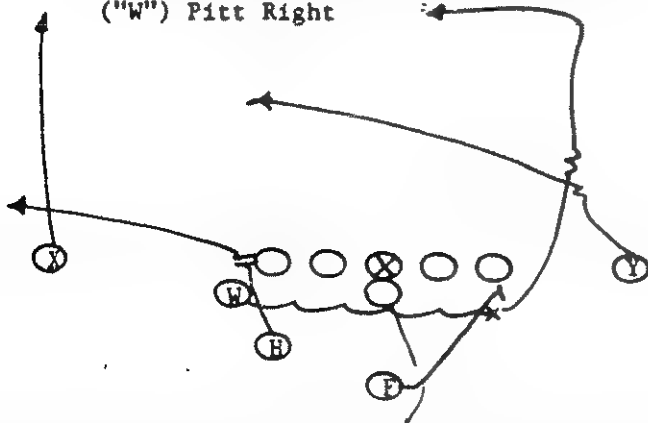


FAKE 18 (19) MIKE BUCK NAKED (CWM)
"TIGER" Right



NOTES:

FAKE 18 (19) EASY BUCK NAKED LEFT
("W") Pitt Right



Change Right



WACKO DALLAS (X TAG)

- 1) X Out
- 2) Y Shallow Cross
- 3) Alert HB Middle
FB Thru or Slip
- 4) QB Run

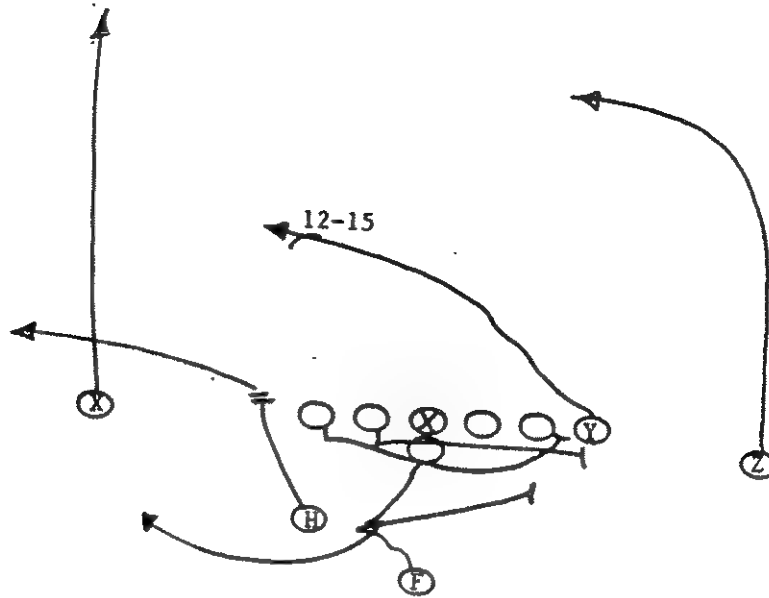
Split Left:



QB may have to pull up.

X: Adjustment vs. COV. 2 is "HAIRPIN."

FAKE 36 (37) COUNTER KEEPER LEFT
Pro Right



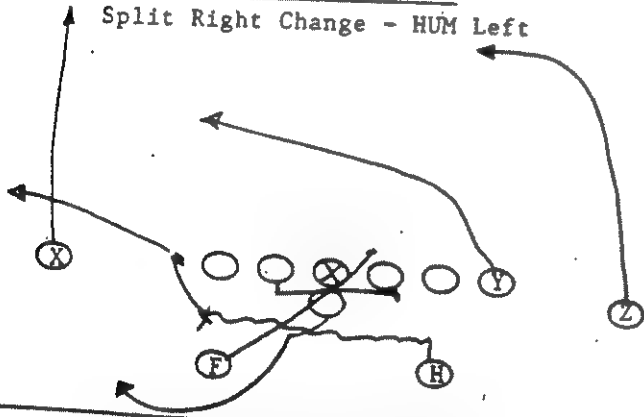
*AUDIBLE
Cork Even Ranger Odd

PROGRESSION

- 1) HB Slam Flat
- 2) Y Naked Over
- 3) QB Run - "GO-GO"
- 4) Alert X and Z

FAKE 14 TRAP KEEPER LEFT

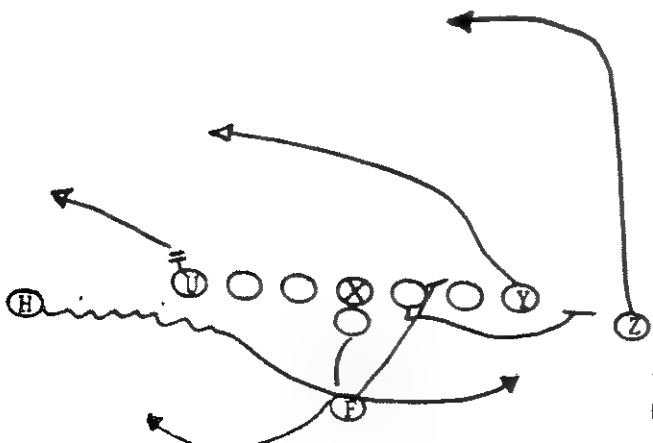
Split Right Change - HUM Left



NOTES:

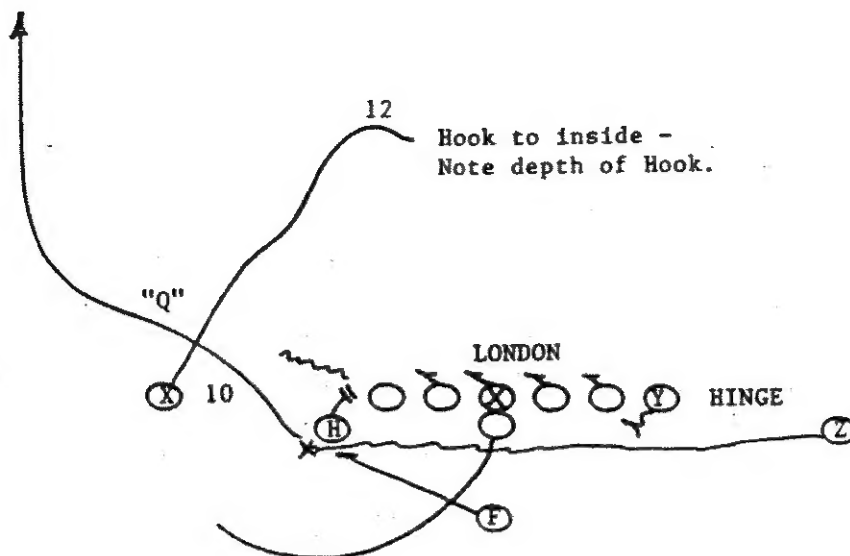
FAKE HB 28 GRACE KEEPER LEFT

("TIGER") For DW Right Tight



DRIFT LEFT (RIGHT) - Z SWING

DW Right - Z Left



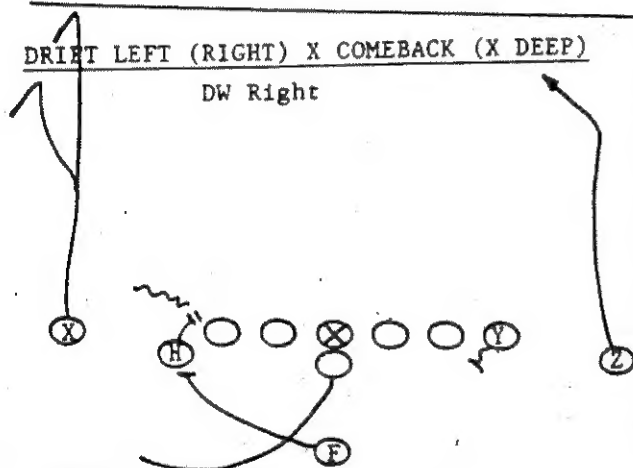
*AUDIBLE
Drifter London

PROGRESSION

- 1) Z Flat
- 2) X Hook
- 3) Z Swing
- 4) HB Sting Flat

DRIFT LEFT (RIGHT) X COMEBACK (X DEEP)

DW Right

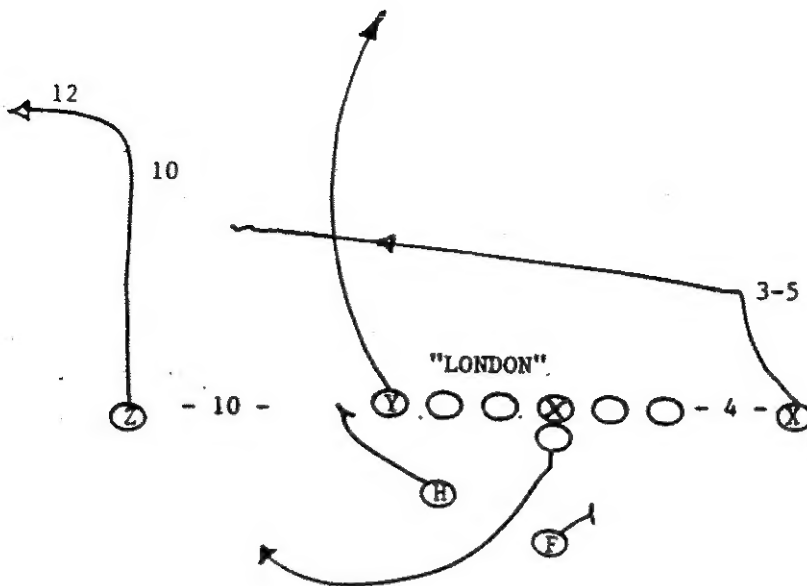


NOTES:

Y - NO BLAST
X - NO BLITZ ADJUSTMENT

SPRINT LEFT (RIGHT) Z OUT (TAG)

Strong Left



*AUDIBLE

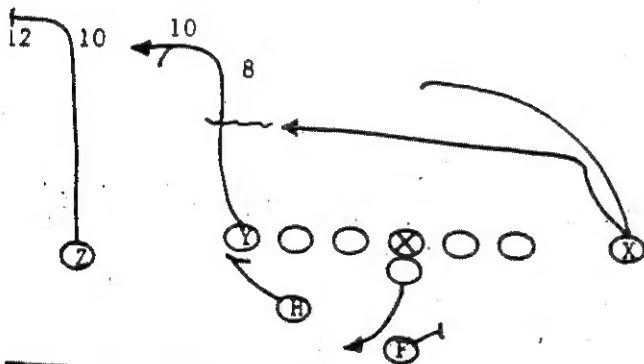
Sprinter London Okie Zebra

PROGRESSION

- 1) Z Okie
- 2) X Shallow Cross
- 3) QB Run - "GO-GO"

SPRINT LEFT YELLOW

Strong LEFT



NOTES: -- STRONG SPRINT --

"RENO" for the line, if SPRINT RIGHT

Pro Right



- *AUDIBLE
Sprinter London Okie Exit

NOTES:

-- WEAK SPRINT --

Y - NO BREAKOFF.

X - NO BREAKOFF.

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Page 6	- Nickel 96-97 Protection (Check 30 vs. Triple)
Page 7	- Nickel 82-83 Protection (Check 60-61 vs. Under or 94-95 vs. Triple)
Page 8	- Nickel 80-81 Protection (Check 60-61 vs. Over or 94-95 vs. Triple)
Page 9	- Nickel 78-79 Protection (Check 68-69 vs. Under or Triple)
Page 10	- Nickel 66-67 Protection (Check 68-69 vs. Under or Triple)
Page 11	- Nickel 70-71 Extra Protection
Page 12	- Nickel Move Protection
Page 13	- Nickel 392 (360-361) Twin Dragon
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